BRADYGAMES®
OFFICIAL STRATEGY GUIDE

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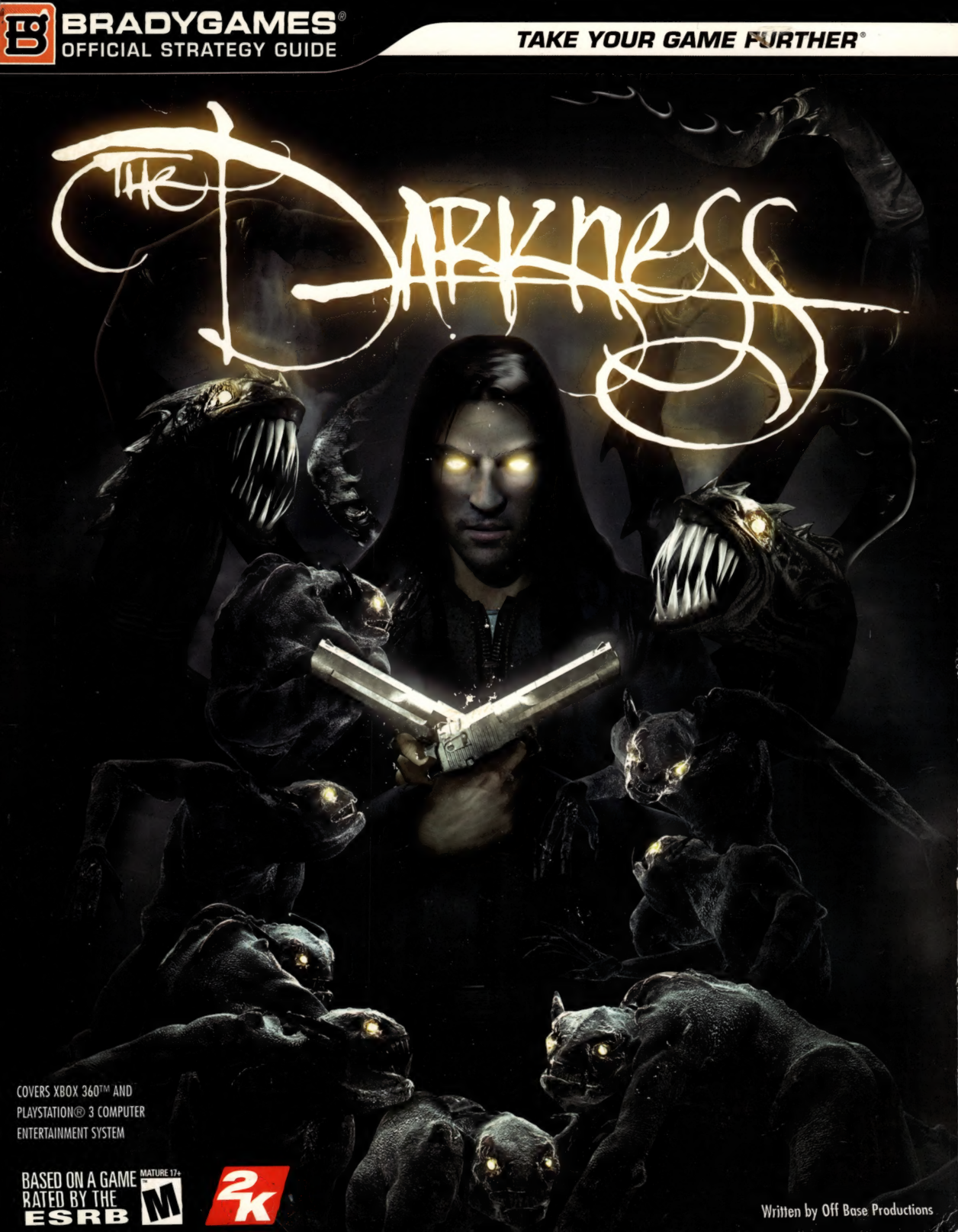

COVERS XBOX 360™ AND PLAYSTATION® 3 COMPUTER ENTERTAINMENT SYSTEM

BASED ON A GAME RATED BY THE ESRB

MATURE 17+

M

2K

Written by Off Base Productions

Not many people have a fear of the light. The light illuminates the world around us, making it *safe*. In the light, there is nothing to be afraid of. The dark, on the other hand, is where things...happen. What is it about the dark then, with its growling threats and promise to bite, that makes us want to reach out and touch it?

The dark is a scary place because we *feel* it more than see it. Because our view is limited to the immediate space around us, the dark brings with it a certain pressure that pushes through skin and touches something primal. We fear it because we were not created to live in it, and there is an unnerving sense that *other* things are.

Most of these "other" things are giddy figments of an overcharged imagination. Our minds often create monsters lurking in the dark that are far more terrible than anything real. No doubt, it's a holdover mechanism from earliest man, designed, in part, to keep us from wandering into the path of something that would eat us. Animals for example, don't "create" a bigger threat. They smell it and see it for what it is. To an animal, a bear is a bear, not some multi-limbed mutant or bug-eyed monster from outer space. A noise from a darkened basement instills all sorts of worst-case scenarios in humans because, sometimes, unlike the family dog, our minds cook up creatures much bigger and much more terrifying than the rat that knocked over a can of beans. Sometimes.

Then there is the *other* dark, the one inside. The creature in the basement that *is* bigger and more terrifying. The monster *most* of us keep locked away. The monster some of us can't. It is a dark so absolute that once unlocked, no light can illuminate it, no pure intention can destroy it. It is a dark kept at bay by a moral compass. This compass allows us to be beings of considerable charity and immense compassion. Not all of us have a moral compass, however, and because of this, the boogey man really does exist.

In one man, there is a force so black, so grotesque, the devil himself trembles at its mere mention: a force known only as The Darkness.

As a shooter for the Franchetti crime family, Jackie Estacado thought he knew what darkness was. On the night of his 21st birthday, he found out he didn't know squat. The awesome power of The Darkness stirs within him. Is there enough good in his soul to control it? Or will it consume him and all he cares for? This is the world Jackie lives in. And now you're in it too. The growling you hear, in that shadowed corner of your mind, is a promise kept.

Embrace the darkness.

——Marc Silvestri

Co-creator, *The Darkness*

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Jackie Estacado

Jackie is a 21-year-old Mafia hit man who will soon come into the power of The Darkness. He lives in the fast lane and enjoys the Mafia life and all the bonuses it brings. He has a childhood friend turned girlfriend in Jenny. They grew up together in St. Mary's Orphanage, but were separated when Uncle Paulie took Jackie under his wing.

Jackie is cool under fire, never breaking a sweat, and takes to his life of crime like a fish to water. The nature of his vocation and its inherent deceit have even bled into his relationship with Jenny, who knows nothing of his job or skill with a gun. Jackie knows that he should tell her, but he just can't...not yet.

Jenny Romano

Jenny is Jackie's oldest friend, as well as his girlfriend. She grew up with him in St. Mary's Orphanage until Jackie was recruited into the Mafia. She's blissfully unaware of his true life, and she probably wouldn't believe him if he told her. Her love for him is just as true as his love for her.

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Uncle Paulie

Uncle Paulie is a mob boss and a big man in the city. He's got dirty cops on his payroll and walks roughshod over the people. He was trusted and beloved by Jackie, at least until Jackie's 21st birthday, when Uncle Paulie tried to have Jackie killed. He knows that Jackie survived the hit and he isn't happy. Jackie wants revenge, Paulie wants him dead. Unstoppable force, meet immovable object.

Captain Eddie Shrote

Eddie Shrote is a cop who is positioned firmly in Uncle Paulie's back pocket. He's corrupt to the core, even willing to go so far as to sic the entire police department and a SWAT team on Jackie. He and Jackie soon come to loathe each other, and it's doubtful that both of them will leave their next encounter alive.

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The Darkness

The Darkness is an ancient power, one that has existed since before history itself began. Its origins and motivations are a mystery, but its malevolence is not in doubt. The Darkness, as its name suggests, is far from a holy force.

The Darkness is immensely powerful, as well, but immaterial. It requires a human host in order to affect the material world. It attaches itself, like a parasite, to a lineage and migrates from one generation to the next, passed down from father to son. It manifests itself on the host's 21st birthday, granting the bearer unspeakable powers and a questionable future.

It can create or summon demonic creatures, known as Darklings, to aid its host. These creatures love their work, perhaps a little too much, but they do not hesitate to mouth off at their master in the process.

Berserker

The Berserker Darkling is a close-quarters brawler that is fond of getting out there on the front lines and attacking indiscriminately. He prefers to go hand-to-hand—it's easier to get to the meat of the matter that way. But he has a jackhammer, a machete, an ax, and other tools of the trade for when things get hairy...or just whenever he feels a little more brutal than usual.

Gunner

War is hell...and in the case of the Gunner Darkling, hell is all about war. This hardcore soldier brings a new meaning to that old phrase. It comes strapped with a Gatling gun, and the Gunner has hundreds of bullets to make sure the job gets done. The bad news is that your name is on all of them. Benjamin Franklin reportedly said that there never was a good war. The Gunner would beg to differ, and would likely use a hail of gunfire to prove its point.

KAMIKAZE

Life is cheap. Demonic unlife is even cheaper. The Kamikaze is a "do and die" kind of Darkling; it can clear paths for you at the cost of its own life. It is often used to break down walls, but it can be directed toward a group of enemies and shot. Its explosions are something to behold, but make sure that you have sufficient distance between you and its target—the explosions hurt both friend and foe.

LIGHTKILLER

Thomas Edison never thought of this when he invented the light bulb. Lightkiller Darklings are just as vulnerable to bright light as the other Darklings, but they can do something about it. They can fire small arcs of electricity and short out light bulbs, not to mention zap whatever hapless humans are standing nearby. If you need some help with lights and you're low on ammo, call in the Darklings' version of an electrician. He'll have you sitting in the dark in no time.

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HOW TO USE THIS GUIDE

You're Jackie Estacado, mob hitman turned demon-possessed agent of darkness. You're on a quest to get revenge on those that betrayed you and find out the truth behind the otherworldly creature that has infested your soul. On the way, you're going to go up against hundreds of mobsters and soldiers, not to mention your own destiny. We're going to lead you along the path, from start to finish, and show you how to pick up all the collectibles and secrets along the way.

In addition, The Darkness has a number of multiplayer stages, which incorporate gameplay elements of the single player mode. You can play as a human, a Darkling, or someone who can shapeshift between them both for a killer double threat. We'll give you the straight dope on how to make it to the top.

CONTROLS

JACKIE'S DEFAULT CONTROLS

Xbox 360 Controls

Left Trigger
Fire Left Weapon/Melee [when possible]

Left Bumper
Manifest Darkness [hold to summon Darklings]

Right Bumper
Darkness Power

Right Trigger
Fire Right Weapon

Left Stick
Move Forward/Backward, Strafe Left/Right [press down for Crouch]

Y Button
Jump

X Button
Redirect Darkling

B Button
Reload

A Button
Use/Context-Sensitive Action Button

Directional Pad Up/Down
Cycle Darkness Powers

Directional Pad Left/Right
Switch Weapons

Right Stick
Move Camera/Aim [press down for Zoom]

BACK
Open Journal

START
Pause Menu

PlayStation 3 Controls

L2
Fire Left Weapon/Melee [when possible]

SELECT
Open Journal

START
Pause Menu

R2
Fire Right Weapon

L1
Manifest Darkness [hold to summon Darklings]

R1
Darkness Power

Triangle Button
Jump

Directional Pad Up/Down
Cycle Darkness Powers

Square Button
Redirect Darkling

Circle Button
Reload

Directional Pad Left/Right
Switch Weapons

X Button
Use/Context-Sensitive Action Button

Left Stick
Move Forward/Backward, Strafe Left/Right [L3 for Crouch]

Right Stick
Move Camera/Aim [R3 for Zoom]

HEALTH

Damage to Jackie's health is represented by a reddening and blurring of the screen. When Jackie gets hurt badly, retreat to cover until you get a chance to heal. It takes only a few seconds, but that can mean the difference between life and death.

EXECUTIONS

Jackie was an expert hit man before The Darkness manifested itself in him. Those mafia skills come in handy, particularly his instant kill maneuvers. These executions can take out enemies in a supremely flashy yet efficient manner. Executions are high on the gore and coolness factor, but they expose Jackie to quite a bit of risk at the same time.

In order to perform an execution, get close to an enemy. It does not matter whether he is aware of your presence, but an unsuspecting enemy can't harm you. Get close and press one of your two Fire Weapon triggers. You will perform different executions depending on the weapon you use and your position in relation to the enemy.

EXECUTE CAUTION

Execution skills are flashy and classy, but they're risky. Don't use them in a huge firefight unless you absolutely have to, because you don't want to open yourself up to a lucky shot from an enemy.

ZOOMING

Zooming is an integral part of any shooter, and The Darkness is no different. Jackie can focus and zoom in with any gun to get an extra edge in a fight. All weapons have an equal zoom magnification.

MELEE

Jackie can use melee attacks when he's armed. Non-dual-wielding weapons can be used for melee attacks by tapping the Fire Left Weapon button. Empty dual-wield-capable guns can be used as melee weapons by pulling the Fire Weapon trigger of the corresponding empty gun.

DIALOG

Jackie can speak to certain people around town. By doing this, he gains side objectives, collectibles, and bits and pieces of info from the denizens of the city. Simply approach a citizen and press the Action button. When applicable, you can select a response to continue the dialogue.

PLAYING THE GAME

THE GAME SCREEN

1. **Darkness Power:** Located in the screen's top-left corner, this circular icon shows which of the four Darkness Powers Jackie has equipped.

2. **Objective Indicator:** Located at the top-center, this text appears when you have a new objective to complete.

3. **Weapon:** Located in the screen's top-right corner, this icon tells you which weapon you will switch to when you press the Switch Weapon button.

4. **Power Gauge:** The power gauge for The Darkness is located on The Darkness creature itself. The color of the creature indicates which Darkness Power you currently have equipped. The length of the colored section shows how much Darkness Power you have left. There is also a series of colored dots on the head of the Darkness creature. This shows the level of The Darkness, up to a maximum of five.

5. **Ammo:** The lower right corner of the HUD displays the remaining ammo of your current weapon. The large number represents the remaining ammo, while the smaller number is the amount of clips you have left.

6. **Aiming Reticle:** The aiming reticle is located in the center of the screen and takes the form either one or two small dots. Non-dual-wielding guns have only one dot, while dual-wielding guns have a dot for each weapon. When Jackie is stationary or properly aiming, the two dots merge into one. When Jackie is moving quickly or aiming from behind cover, the two dots separate.

PAUSE MENU

The Pause menu lists a few essentials for the discerning hit man. Use it to get a break from the action or reconfigure your controls and settings.

Checkpoint Restart: You can restart from the previous checkpoint if you feel like you made a mistake along the way and can do better with another try.

Options: You can adjust your controller scheme, the gore or subtitle settings, video quality, and audio mix.

Achievements: You can view any of the achievements here, regardless of whether you've completed them. For achievements that have more than one prerequisite, you can view your progress toward completing them.

THE DARKNESS

The Darkness has a number of powers at its—and therefore your—disposal. Using these powers to their full extent will result in the best possible outcome for Jackie...theoretically.

DARKLINGS

When you're near a summoning portal, represented by a glowing hole in the ground with tentacles coming out of it, you can summon a Berserker, a Gunner, a Kamikaze, or a Lightkiller Darkling. Berserkers brawl up-close and personal, Gunners provide covering fire, Kamikazes clear paths with explosive might, and Lightkillers snuff out lights and electrocute enemies. Sustained exposure to bright lights can evaporate Darklings.

CREEPING DARK

Of all the Darkness powers, the Creeping Dark has the longest range, and it offers a great deal of flexibility. When it's activated, the screen drops to ground level to show the Darkness creature's point of view. The Creeping Dark can climb walls and slide along ceilings, as well as slither along the ground. It can kill enemies, devour their hearts, and return the ammo or keys it picks up to Jackie.

DEMON ARM

When you use the Demon Arm, a spike shoots out directly in front of you, sending enemies flying like bowling pins and knocking obstacles out of your way. It is a close-range weapon best used when you're in a very tight spot and are stuck reloading with an enemy in your face.

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DARKNESS GUNS

The Darkness Guns are created out of The Darkness itself and use Darkness energy as ammo. The two handguns provide devastating attacks against solo or grouped enemies alike. But they drain Darkness energy quickly if you aren't careful.

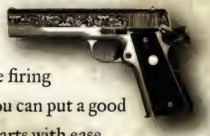
BLACK HOLE

The Black Hole is a small bit of The Darkness itself. It collapses in on itself, creating a temporary and localized black hole. Press the button once to summon the Black Hole and press it again to detonate it.

WEAPONS

Jackie acquires a number of weapons as he progresses through the game. Each class of weapon has different properties, such as accuracy, power, and firing rate. Bringing the right gun to a party can mean the difference between walking away or being driven away...in an ambulance.

DUAL WIELDED PISTOLS



The pistols are reliable weapons and good at close to middle range. They do not have the stopping power, nor the firing rate, of higher powered weapons, but you can put a good number of shots into important body parts with ease. In addition, pistol ammunition is very easy to find, as many mobsters carry pistols.

DUAL WIELDED SUBMACHINE GUNS

On the downside, submachine guns can burn through a clip quickly. On the upside, you can put most of those bullets into a bad guy and put him down for the count. Submachine guns are good for spray-and-pray, but they lose in accuracy what they gain in rate of fire.

COMBAT AND RIOT SHOTGUNS

The combat shotgun is extremely powerful, but has a slow reload time. This gun gets the job done, but using it requires a lot of effort if you hope to make it out alive. Luckily, the riot shotgun alleviates this problem. It is essentially an automatic shotgun, so it combines heavy firepower and a high rate of fire. Shotguns are good for taking down tight groups of enemies.

TACTICAL AND AUTOMATIC RIFLES

The tactical and automatic rifles both have excellent rates of fire and pack a greater punch than submachine guns. The tactical rifle is more accurate than the automatic, making it easier to nail targets from far away. The automatic is good at quickly laying down suppressing fire in instances where accuracy is not an issue.

WORLD WAR I RIFLE

It's big, clunky, and slow to reload, but this bolt-action WWI-era rifle will put any man down for the count with one shot, even from long distances. The solid-wood stock is great for bashing in enemy heads at close range—just don't count on mowing down multiple enemies simultaneously with this gun.

THE JOURNAL

The Journal is an essential part of your journey. It provides a map of the city, your current ammo count, your Darkness level and available Darkness powers, as well as your current objective.

INVENTORY

The inventory lists your current weapons and ammunition stock along the top. Below that is your item inventory. The phone numbers and letters you find during the course of the game are listed here. Any items you pick up while you play are located here.

MAP

The map lists the city's districts, along with the entrances and exits for each of them. The white dots between districts represent the routes between them. In addition, the route between the Canal Street and Fulton Street subway stations is represented by a dotted line. Your current district is highlighted in flashing gray.

DARKNESS

The Darkness submenu lists your current Darkness level along the top row. You can raise your Darkness level by devouring hearts. Below that, in a configuration similar to the inventory, are the Darkness powers you've earned so far. Highlighting a Darkness power gives you its description and hints on how to use it.

Birthday Boy

I remember the night of my 21st birthday.

That was the first time I died.

MISSION OVERVIEW

Jackie is riding along with Mikey Cimino and his pony-tailed buddy on the way to take out the foreman of a construction yard. There is, however, a slight problem. Both the cops and the construction workers know that you are coming and will do anything to stop you.

HARDWARE

SHOTGUN

DARKLINGS

None

DARKNESS POWERS

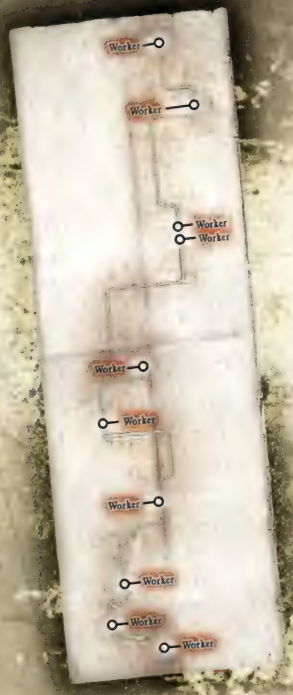
None

OBJECTIVE

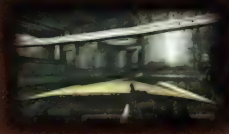
Survive the ride.

COLLECTIBLES

None



AIMING RETICLE



A small, red dot in the middle of the screen appears whenever you hold a gun. This is your aiming reticle, which helps you figure out where the bullets will fly once you pull the trigger.

You have no control over the car in this section, so just focus on firing. You zoom past a column with a construction worker standing in front of it. If you can take him out, do so, but it's not essential. Mikey runs over a construction worker next. Fire the shotgun to clean him off the car's hood and clear your view.

The next few shooters come in quick succession. Two construction workers appear on your left, one after the other. Take them out, and then look for a set of shooters to your right. The next construction worker is on your left. Keep an eye on your left-hand side and watch for some scaffolding. Mikey scrapes alongside it, ruining his paint job, but it's up to you to take out the shooter on top of the scaffolding.

DESTRUCTION DERBY

You're in the back seat and Mikey is behind the wheel, driving recklessly. You can look around, but not much else. You soon receive a shotgun, which you slowly begin to load.

After a short period of time and a tragic car accident, you hop into the front seat. The first order of business is to take out the windshield.

Good news: your harrowing car ride is over. Bad news: your car is wrecked and upside-down, Mikey has a big chunk of bone hanging out of his leg, and you must handle the hit on your own.

Happy birthday, Jackie Estacado.

PISTOL GRIP PUMP

Your shotgun has unlimited ammo. This is your license to go wild and fire to your heart's content. There are a number of enemies after you and you're on the move, so it's difficult to fire accurately. Fire as many times as you need to in order to get the job done.

The Darkness Revealed

Grave's End Construction Site...aptly named. Classic mob venture filled with blue-collar construction workers armed to the teeth. And my boss, Uncle Paulie, sent me here to whack the foreman. Like I said...classic.

MISSION OVERVIEW

Your uncle Paulie has a debt that needs paying. The foreman of this yard, Sullivan, has a date with the Grim Reaper and you're here to be his escort.

HARDWARE

DUAL PISTOLS

DARKLINGS

None

DARKNESS POWERS

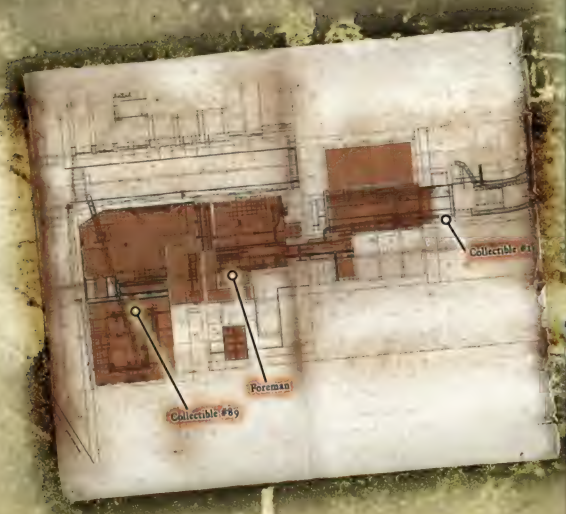
None

OBJECTIVE

Take out the foreman.

COLLECTIBLES

Collectibles #1, #89



THE PASSING OF MIKEY CIMINO

When you gain control of Jackie, move to the other side of the wrecked car and approach Mikey. His badly broken body is lying in a bloody, crumpled heap. As you stand next to him, press the Action Button to pick him up and automatically prop him up on a nearby stool.

Listen to what Mikey has to say, and he offers up a birthday present: a pair of pistols.

JOURNAL

Refer to your journal at any time for mission objectives, weapon inventory, world map, and The Darkness information.

CONVERSATION PIECE

Jackie can fire these semi-automatic Dual Pistols simultaneously or one at a time. Press the left and right trigger buttons to fire off a round. Jackie automatically reloads when his clips are empty, but you can also manually reload by pressing the Reload button.

TALKING

Jackie can converse with certain people in the environment. If the character's name appears onscreen whenever you encounter him or her, Jackie can strike up a conversation.

To chat someone up, approach the person and press the Action button. Often, you are presented with multiple topics of conversation. It's wise to speak with these people and hear what they have to say—they frequently provide context or insight into your objective or the background story.

Objective: Take Out the Foreman

Once Mikey has given Jackie his first objective and information on the resistance ahead, either put him out of his misery or let him rest in peace. The choice is yours.

Your first objective is to take out this construction site's foreman. In order to do so, you must first find a way out of the area. Approach the door to the right of Mikey's dead body and use your Pistols to shoot the glowing padlock.

FOLLOW THE LIGHT

Items in the environment that you can pick up or use shine with a faint glow. Keep an eye out for shiny spots in dark corners. You never know what you might find.

COLLECTIBLE

001 A piece of paper lies on the ground just inside the doorway in the next room. Walk up to it and press the Action button when you're prompted to pick it up.

COLLECTIBLES

Collectibles are pieces of information that you can use to unlock hidden goodies. Throughout the game, Collectibles are either phone numbers or letters. For Collectibles that take the form of phone numbers, dial the number at any phone you find in the environment. Likewise, for Collectibles that take the form of letters, mail them at the nearest mailbox.

Hop over the palette of boxes to the right and then continue down the hallway. To get over this obstruction, use the Jump button.

THE WHISPER OF DARKNESS

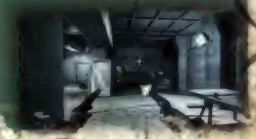
Don't be frightened by the strange, evil whisper inside your head. You'll soon embrace what it has to offer, whether you want to or not.

Follow the hallway until it arrives at a freight elevator. Press the Action button to open the gate, head inside, and then press it a second time to take the elevator to the upper level.

Exit the elevator and quietly move toward the set of palettes directly ahead. Edge over to one of the columns without getting seen—there are two armed construction workers just beyond. Quickly get a bead on one of them and take him down with a clean headshot before Jackie gets noticed.

STAND YOUR GROUND

Don't move out from cover. Wait for the second construction worker to run out to investigate and then pump him full of lead.



Once you've disposed of the two workers, collect their pistols. Take a moment to search the immediate area for two more pistols. Each pistol you grab adds to Jackie's ammo supply.

Locate the doorway at the back of the room—near where the two workers were originally standing—and go through it. Continue along the length of the hallway [the voice inside Jackie's head returns] until you reach the steps leading outside.

EXECUTION MOVE

When Jackie gets within hand-to-hand striking distance, he can perform a deadly Execution Move against an enemy, resulting in an instant and gory kill. To perform an Execution Move, get next to a foe and press either Fire button.

SLAUGHTER IN THE SQUARE

As soon as Jackie's presence is detected, two more armed construction goons come calling. Stay put, get ready, and take aim. The first of the two lackeys darts behind a wood crate directly in front of Jackie. Don't be afraid to step back down the stairs and use that area for cover. The third worker looms somewhere nearby. He is either already running toward Jackie's location or hiding behind the windowsill of the building around the left corner.

WEAPON ZOOM

You can zoom in on your targets by pressing the Aim button. The downside to using this mode is that Jackie moves slower in this view, making him a much easier target for his enemies.

TOWER TERROR

Once you've neutralized the goons, collect their ammo and proceed inside the building to the left. Go up the wood ramp and through the open doorway. Inside, follow the hallway to the right and go through the doorway at the end to enter the next room.

Take cover at the doorway and peek around to locate Jackie's next enemy, who is on the other side of a table. There are three construction workers in this room. The best strategy is to stay near cover, ducking out and picking them off one at a time. If you find yourself out of cover but near an enemy, don't hesitate to use an Execution Move.

COUCH POTATO

You can opt to watch a little television before you move on. Locate the TV set and watch the Channel Six News to hear about the current trouble Jackie is causing at the construction sight. When you get bored of the news, you can press the Action button to channel surf and see what else is on.

As soon as the news report is over, quickly rush back to the doorway through which you entered this area. See the shadows behind the door? Creep back there and hide behind a palette. You're ready to ambush the three construction workers who are about to rush in. For some up-close-and-personal action, pull of a few Execution Moves. If you don't want to get your hands bloody, zoom in and go for headshots.

COLLECTIBLE

089

Don't take the elevator all the way to the top! You pass one floor on your way up. Hop off the elevator on that floor and land on the scaffolding. Head left out of the elevator, leaping across the gap, and follow the path to the end. Collectible #89 is lying on the ground.

When it's safe, locate the lift inside the building's main room and take it up to the next level. In order to continue, Jackie must crouch underneath a low-hanging scaffold. To crouch, press the Crouch button.

On the other side of the scaffolding, stand up and quickly run toward the door at the walkway's opposite end. As Jackie approaches, a worker opens the door. If you're quick, you can rush him and perform an Execution Move before he can get off a single round.

Hop through the window and onto the scaffolding outside. Turn right and press the Action button to climb the ladder that leads to the next rooftop.

KILL OR BE KILLED

The moment you're off the ladder, aim your Pistols at the far window straight ahead. An armed construction worker already has a fix on you and fires a shot if you don't kill him first.

SURPRISE PARTY

Hop onto the dumpster and then onto the air vent in order to get up to the window where the construction worker was located. Inside this next area, follow the hallway to the right and enter the first door on the left.

There is a video player with a message from Uncle Paulie inside this room. Approach it to watch the video, which reveals that your uncle has stabbed you in the back. When the video ends, move over to the closet and open it to discover the birthday present from Uncle Paulie.

Instead of candles for your cake, he got you dynamite. Turn around and run out of the room. The explosion propels you out of the room, through a window, and down to a lower level.

Me an' Paulie never did agree about the way things were being done. Paulie took the business into selling drugs, working side by side with the cops. When I was growing up, the family had codes. We did business; we looked out for the people. I believe we ought to honor those codes. Now Paulie...he's just a parasite. Wants to bleed me dry.

MISSION OVERVIEW

Uncle Paulie is a filthy traitor. His exploding birthday present failed, so now he's got his goons after you. You've got to get out of here, preferably in one piece.

HARDWARE

DUAL PISTOLS

DARKNESS POWERS

Creeping Dark

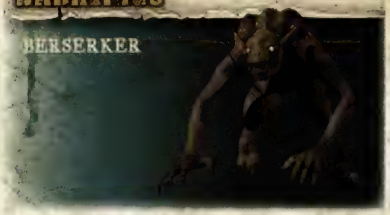
OBJECTIVE

Escape the goons.

COLLECTIBLES

None

BARGAINS



GOING TO CHURCH

You make a hard landing in a squat building just outside of Trinity Church. Once you have your bearings, look up and handle the two gunmen coming up over the ledge. They have the benefit of higher ground and better cover, but zooming in and taking careful aim should give you the edge.

Go through the open door and enter the church's utility and storage area. No enemies lurk in this area, but there is something worse: that voice again. Listen to its haunting tones as it taunts you, and keep moving forward. You find out what it's all about very soon.

At the bottom of the stairs, turn left. There is a circuit breaker located just above a set of barrels on this room's left side. Use your Pistols to shoot it until the lights go out.

DARK SHADOWS

Grab the guns that are on the nearby table and go to the room's far side. Leave the building and enter the cemetery. Soon, you hear a car come screeching to a halt. That's your cue to get moving.

Run along the path, bearing to your right all the way. Go toward the wall and take a right turn to enter the bathrooms. Don't worry about the goons—if you're quick enough, you won't take a single bullet. They don't follow you into the bathrooms, either. A fella's got to have his privacy.

Frank Rottenberg loiters in the bathroom. Frank is the kind of guy who hangs out in dank, nasty toilets at odd hours of the day. Speak to him. He has the information you need in order to get out of the cemetery.

Go back outside. Once you hit the cemetery, The Darkness manifests in a particularly gory display of powers. The entire hit squad that followed you into the cemetery is ancient history now, as their wrecked and shattered bodies can attest.

MANIFESTING THE DARKNESS

Some birthday present. Not only is the Mob on your tail, but an unknown and powerful entity introduced itself to you as well. You can summon the powers of The Darkness at anytime—its only weakness is light and your love for Jenny. You can check on the status of The Darkness in your journal, including its level and what powers are available to use.

DARKLINGS

These feisty rascals answer to The Darkness. When you're in The Darkness mode, you see portals on the ground from which you can summon a Darkling. Eventually, you'll be able to call forth four different Darklings, each with a unique ability and personality. At the moment, you can summon only the Berserker Darkling, a grunt who likes to create chaos with his hands.

DEVOUR HEARTS

The Darkness needs energy in order to survive. Hearts are its main sustenance. And, as a mob hitman, you'll have no problem feeding The Darkness. Just approach a dead body and press the Action button to devour the heart. The more hearts it consumes, the more power The Darkness gains.

Take this time to check out the scope of your new powers. The Darkness has quite a few new tricks, including the ability to eat the hearts of your victims.

Summon a Berserker when you're finished experimenting. He hops a fence, kills two henchmen, and provides you with an exit from the cemetery. You can now stroll through the gate.

SHOOT OUT LIGHTS

The Darkness can't stand light. In fact, standing in the light causes The Darkness powers to decrease. Shoot out the lights whenever you can.

I've heard people complain that life is unpredictable. Well, I never had a life that was predictable. But what happened to me today, that's why I need you, Jenny. You're the only one I can count on.

MISSION OVERVIEW

One of Paulie's scumbag goons is holding you back. He's killed a subway janitor and taken the key. Before, you had no way of getting the key back. Now, you have The Darkness...or perhaps it has you.

HARDWARE

DUAL PISTOLS

DARKNESS POWERS

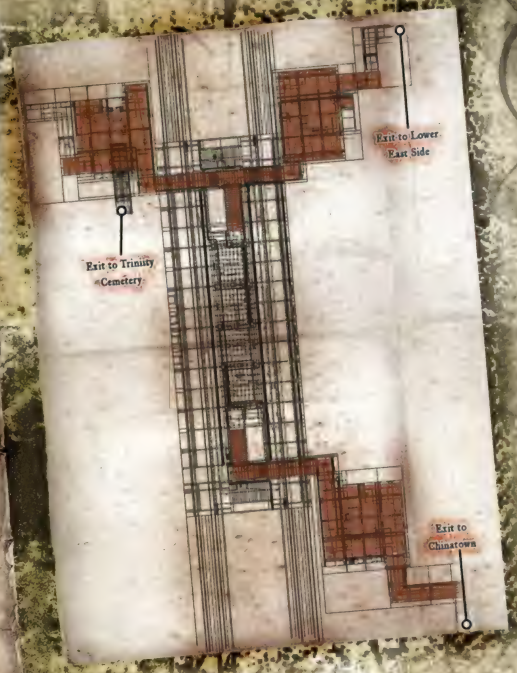
Creeping Dark

OBJECTIVE

Get the key.

COLLECTIBLES

Collectibles #2, #29



WORM'S EYE VIEW

Here is an excellent place to get acquainted with your brand new powers. Step back into the cemetery. Activate The Darkness and stand near a street lamp. Hear that sizzling and hissing? The light damages The Darkness. Shoot it out.

COLLECTIBLE

029

Don't leave the cemetery just yet. Go back to the utility room in the church. You should be able to see a rack of electrical equipment behind a window. There's a door to the left of that window. There's a grate at the bottom of the door. Shoot out the grate and use your Creeping Dark to grab Collectible #29 from inside the room.

DARKNESS EXPLORATION

The Creeping Dark power is a useful tool to slither through small spaces, scout ahead, and make silent kills. It can also interact with the environment, unlocking doors from the other side and picking up fallen weapons.

Go to the cemetery again and circle around the area, devouring any leftover hearts, and then exit the cemetery. Go left. You're on your way to the Metro ventilation system to retrieve the key. Activate the Creeping Dark and enter the vent. Bite the fan to make it stop spinning and open up a path.

The murdering goon is standing directly below you. Exit the vent and slowly creep up on him. Kill him and then press the Action button to devour his heart. Grab the gate key and pull the Creeping Dark back to you.

COLLECTIBLES

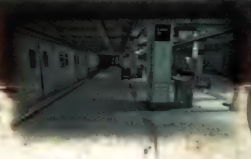
002 There is a garage near the ventilation system. Look for a small opening in the garage gate. Use Creeping Dark to go in and grab Collectible #2 inside.

Take the key to the gate, stepping over the janitor's corpse, and unlock the door. Enter the subway station. This is the Canal Street station.

As you enter the station, you get a page. It's your girlfriend Jenny and she wants to talk. Find a nearby telephone and give her a ring.

SUBWAY STATION

The subway station is a hub of sorts. You can take a train to different areas, make phone calls using the public telephones, and talk to people to get side objectives.



USING THE PHONE

There are payphones at every exit of the subway station, as well as on the track platforms below. When you get paged, find a phone immediately and call the number. You also use phones to dial the numbers printed on the Collectibles you've been gathering.

USING CUSTOMER SERVICE BOOTHS

Need to go somewhere but you're not sure how to get there? Walk up to one of the Customer Service Booths, which are scattered all around the subway stations, and ask about your area of interest.

YOUR PROBLEMS ARE MY PROBLEMS

Although it's only your 21st birthday, you've already made a name for yourself on the street. Periodically, you get a chance to prove your street cred by helping people in need. Talk to people at the subway stations and listen to their problems. If you help them, they may help you back.

Ever been in love with somebody who was so beautiful and pure you couldn't bare to show them your own darkness? That's how I feel about you. We grew up together in St. Mary's Orphanage. I guess I'm gonna have to tell you the truth about what kind of a scumbag I really am. What the hell am I gonna say?

MISSION OVERVIEW

Jenny wants you to come by for a visit. She's moved, though, so you need to make your way to her new place. It's Apartment 11 in Chinatown, near the basketball court, but you've got to cut through Mulberry Alley to reach it.

HARDWARE

DUAL PISTOLS

DARKNESS POWERS

Creeping Dark

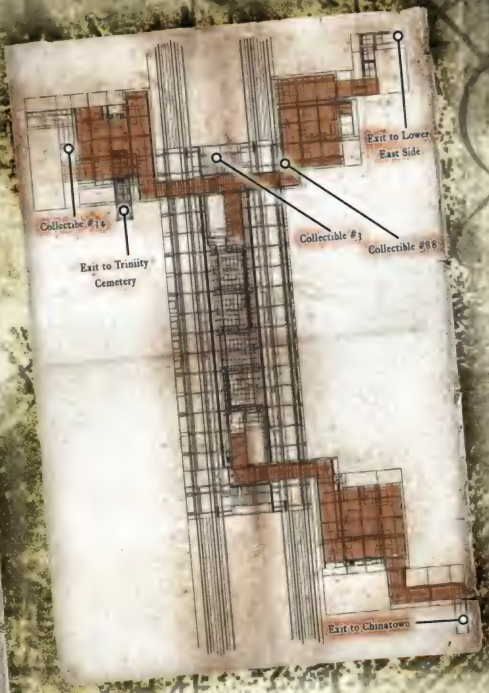
OBJECTIVE

Get to Jenny's apartment.

COLLECTIBLES

Collectibles #3, #5, #34, #53, #88

DARKLINGS



FALLING DOWN

COLLECTIBLE

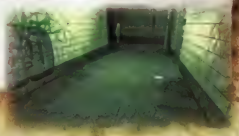
034 After you get off the phone, look at the bench to the right. Pick up Collectible #34.

Head down the stairs and toward the tracks. When you reach the bottom, turn right and go all the way to the end of the platform.

COLLECTIBLES

003 088

Go to the right and into the station alcove at the end of the platform. Grab Collectible #3. Go to the other side of the platform and look down onto the train tracks. Collectible #88 is down there.



Walk along the platform once again, heading to the other side, and go up the steps to the Chinatown exit. You encounter Nicky Barruci, and he has some information for you.

After grilling Nicky, exit to Chinatown. Go slow, however, because you have company. Pull out your Pistols and shoot the street light at the top of the stairs. Paulie's henchmen are waiting near Jenny's apartment, so you need all the help you can get.

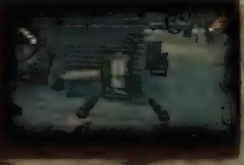
Stay in the shadows as you ascend. Manifest The Darkness, and you'll see that you can call up a Berserker. It's tempting to do it now, but wait a moment. He'll be better able to assist you after you grab something.

POTATO SACK OUTFIT

There is a flashing object near the Darkling portal. Shatter the glass and grab the Potato Sack Outfit.

OUTFITS

Outfits are enclosed in glass cases and are scattered throughout the game. You can see your Darklings wear them after you start a new game.



Now you can summon the Berserker. He distracts the goons for you, giving you a chance to slip away. Take the alley to the left, around the building, and shoot out the street lamp at the end. Peek onto Orchid Street to see some of Paulie's shooters. Pick them off one at a time. If your Berserker gets killed, just summon another and direct him toward the car.

Push down Orchid Street until you get to Harcourt Street. Pop the goons, devour their hearts, and move on.

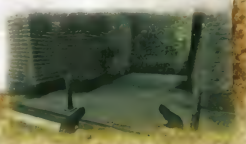
COLLECTIBLE 005

There is a dumpster near two cargo boxes on Harcourt. Collectible #5 is next to that dumpster.

Head back toward Plum Street, where the Metro Station entrance is located. Follow Plum, then hang a left onto Orchid. Go all the way to the end of Orchid and turn right onto George Street. There are two armed men around the corner. Turn them into two dead men and move on.

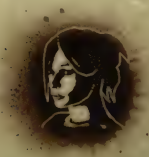
COLLECTIBLE 053

There is a small alcove near the two newly deceased goons. It's off to the right. Peek in there and grab Collectible #53.



Continue down George Street and make a right onto Victoria Street. This takes you to Mulberry Alley. At the end of the alley, Jenny sticks her head out of her apartment's window and calls you.

Enter her building and climb the stairs to apartment 11. Ring the bell, and she lets you in and gives you your birthday present. She also gives you a message from Butcher Joyce.



You have the option of telling Jenny your profession. Whether or not you choose to be truthful, you're in for a nice, relaxing time with Jenny. Before you rest, make sure that you take the note with Butcher Joyce's number on it.

Have a seat on the couch with Jenny and settle back for a bit of television watching. If you stick around until she falls asleep, you'll be rewarded with something special.

You've been blown up, shot at, beaten, and possessed by a demon, all on your birthday. Enjoy the relaxation, because as soon as she's asleep, you have to get up and call Butcher.

Big Bad Butcher

If there's one untouchable in this business, it's Butcher Joyce. You put out a hit on some guy, Butcher flushes his body, and no one's ever the wiser. Butcher knows everyone's business. But what keeps him alive is that he never, ever chooses a side. Yeah...too bad there's a war coming.

MISSION OVERVIEW

Butcher Joyce reluctantly agreed to tell you what he knows, but you've got to go to him to get that info. He's at the Green Olive Grove Restaurant cleaning up a hit on the head chef. Head for Doyer's Alley.

HARDWARE

DUAL PISTOLS

DARKNESS POWERS

Creeping Dark

OBJECTIVE

Talk to Butcher Joyce.

COLLECTIBLES

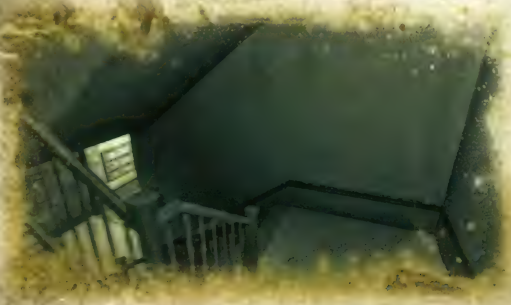
Collectibles #44, #91

DARKLINGS

BERSERKER

SAVING PETE CHEN

Just before you exit Jenny's building, you get a love note from Paulie. Once you're outside, take a left toward Victoria Street. You see two henchmen run down someone they think has info on you.



COLLECTIBLE #044

The enemy of your enemy is your friend... most of the time. In this case, you should sneak up on these two thugs and execute them. Tell Pete who you are, and he'll give you Collectible #44 in exchange for saving his life.

COLLECTIBLE #091

Turn around and walk all the way down Victoria Street to Lester Street. After finishing off the two goons near the corner, look for Collectible #91 on the ground near the phone booth.

Go back through Mulberry Alley. Proceed to Orchid Street and make a right. Doyer's Alley is just ahead of you. Before you go any further, use the Creeping Dark to scout the area ahead.

MEETINGS IN DARK ALLEYS

You see three gangsters. Eliminate them any way you want and then enter the alley. Just before you enter, you hear the voices of two more henchmen. They are in a dark alley and you've got The Darkness—you do the math.

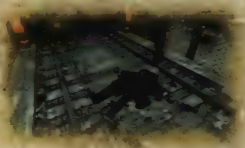
After you dispatch the thugs, go to the end of the alley and hop over the railing. You're at the restaurant's back door.

Enter the restaurant to find Butcher. He's just about done with his grisly task, but he could use a hand or two. Help him carry the stiff outside and into the trunk of the car.

After you're done, you and Butcher have a frank discussion on how to best handle Uncle Paulie.

Listen...the best way to my Uncle Paulie's heart is through his ribcage with a meat cleaver. Failing that, you screw up his distribution and let the Chicago people collect on him... Now, I been all over town, picking up Paulie's drug money from his street peddlers, but I never been to Dutch Oven Harry's.

MISSION OVERVIEW



You want to hurt Uncle Paulie? You need to hurt Dutch Oven Harry bad, then. Whitefish Alley Pool Hall, at the other end of the Lower East Side, has a back door that'll lead you to his drug operation.

HARDWARE

DUAL PISTOLS,
COMBAT SHOTGUN

DARKNESS POWERS

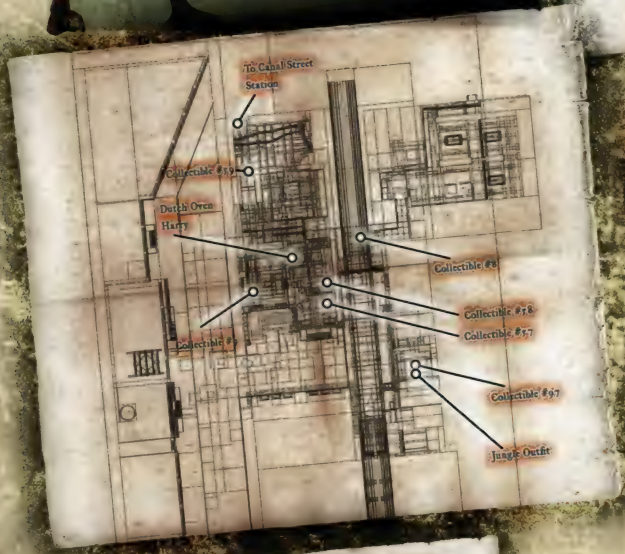
Creeping Dark

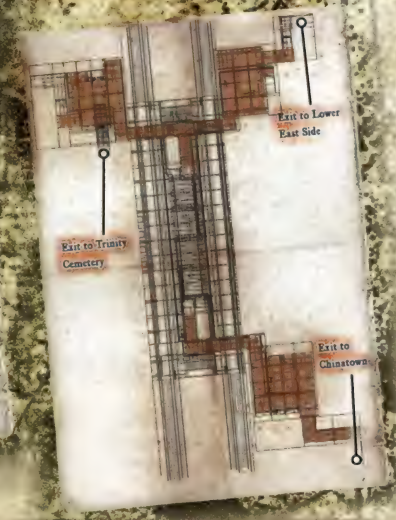
OBJECTIVE

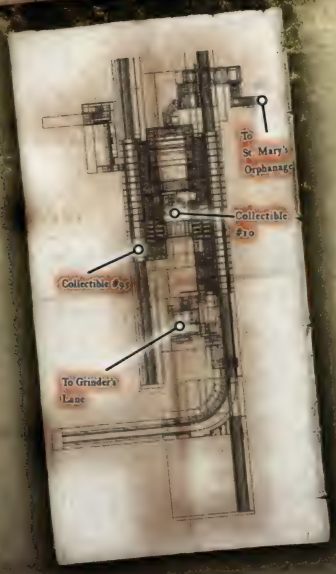
Find Dutch Oven Harry and end him.

COLLECTIBLES

Collectibles #6, #8, #9, #10, #35, #54, #55, #59, #95, #97





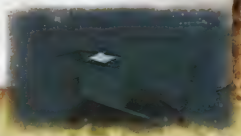


INCOMING

When you hear the sirens, Butcher tells you to duck back into the restaurant and hide. He handles the pigs. Once you get back inside, shoot out the electric box hanging on the wall to your left. The whole restaurant goes dark. Head into the kitchen.

900 COLLECTIBLE

Collectible #6 is in the supply closet to your left.



Go for the double doors that lead to the restaurant's dining room. You hear the voice of Captain Eddie Shrote, one of New York's finest and a very, very good friend of Uncle Paulie.

A SWAT team comes crashing in. Remember when you made the entire restaurant go dark? Bust out The Darkness and go to work. You can stand behind the wall in the kitchen and send out the Creeping Dark to handle the cops.

When all five of them are dead and you've devoured their hearts, take a look around. Grab the Shotgun and creep outside. Take a right and duck behind the dumpster while the helicopter shoots at you.

You can't do much about that right now, but you can shoot out those bright lights. Do so, and then bring out a Berserker and the Creeping Dark. Direct the Berserker and the Creeping Dark to take care of all the dirty cops outside.

Once you're clear, go straight ahead and then veer left into the small alley. The helicopter is still after you, so book it as fast as you can. There are police on the other side of the gate in the alley, so take care of them on the way.

COLLECTIBLES

055 Duck into the little inlet near the dumpster in the alley. Look up and find the grate. Shoot out the grate, summon the Creeping Dark, and grab Collectible #55 from inside.

Go to the gate and use a Berserker to open it from the other side. Pass through and make a left. Go down the alley and climb the ladder. Make your way over the two wooden planks on the platform.

COLLECTIBLES

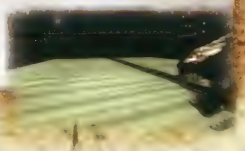
054 Jump onto the green cargo box to your right. Pick up Collectible #54.

Move backward and fall down behind the box. Snuff the light on the wall and then pop the two cops that just arrived. Go to the end of Whitefish Alley.

Two cops just slammed their car into the pool hall's parking lot. Take them out.

COLLECTIBLE 035

Use your Creeping Dark to slither up the cargo box in the parking lot. Collectible #35 is on top.



Descend the stairs and proceed into Hunters Point Alley. Follow the alley until you enter the pool hall. It's small, but don't loiter—keep moving.

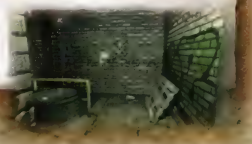
GUNS BEAT KNIVES

There's a woman with a mohawk hairdo in the pool hall. If you have your guns out, she'll attack you with her blade. Remember the old adage about bringing a knife to a gun fight? Use your Pistols to remind her of how that saying ends.

Exit through the door on the other side of the pool hall and head to the open area, which is the other end of Hunters Point Alley.

COLLECTIBLE 008

Collectible #8 is on the floor just outside the door.



COLLECTIBLE 097

In the alley, look for a door with a vent above it. Shoot out the vent, and then send in your Creeping Dark. On the other side, there is a room painted with two yellow faces on the wall. Collectible #97 is in the adjacent room.

JUNGLE OUTFIT

The Jungle Outfit is inside the same room where Collectible #97 is located.

Have a chitchat with Matt Forehand about finding Dutch Oven Harry. He clues you in on a secret password. After that, go down the alley and hop onto the dumpster to gain access to the other side of the fence. Go for the stairs in front of you.

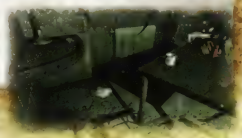
Take out the two lights at the bottom of the stairs and then put away your guns—it's a good idea to do the peaceful thing as you pass through this area.

Go to the door and say the password. Remember, no guns here. Keep it clean. Walk past the two talking gunmen. Hang a left past the water heater, a left past the stone column, and then straight to the room ahead.

Once you talk to Roach Librizzi, and as long as you haven't killed anyone, you get the Ghandi secret.

After Roach talks to Harry, pull your Shotgun and pump him full of buckshot. Grab the shotgun on the wall for extra ammo.

009 Collectible #9 is near the shotgun on the wall. Grab it.

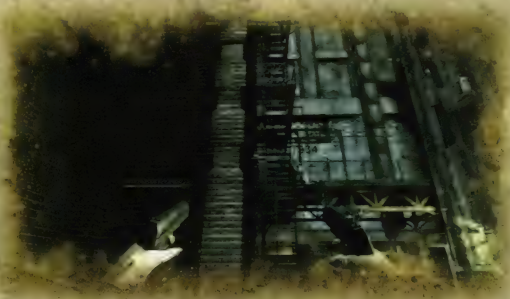


Put out the lights and unleash your Berserker. Hold your ground and take out anyone that comes your way. Apparently, blowing away a dude with your Shotgun attracts a lot of attention. Who knew?

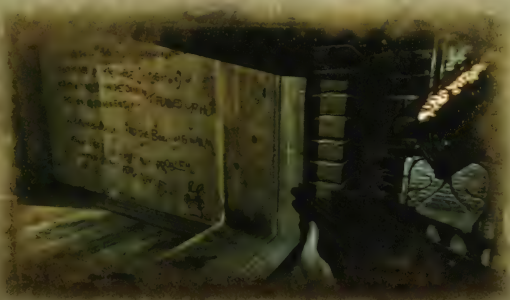
Once that's finished, return to the room. Speak to Harry on intercom, but watch your back. No matter your answer, one more guy comes down to take you out. Handle him and exit the basement.

UGLY DUCKLINGS TAKE SWAN DIVES

There's a guy at the top of the steps. Take him out and proceed slowly up the stairs. Face the building with the first floor balcony. There's a guy up there waiting to ambush you. Shoot him first.



Climb the ladder to the balcony. Walk up to the third floor and crouch down under the windowsill. Once you enter the building, Paulie pages you with some disturbing news. No time for that now, though—you have to finish off Harry.



There are three goons and a few lights inside the apartment. Take out all of them, lights first, and then exit the place. Pop the guy standing on the staircase, and use a Berserker to handle his buddy at the top.

COLLECTIBLES

057
058

Collectible #57 is in the kitchen on the ground, next to the oven. Then, just after you exit the apartment, look to the right at the blocked staircase. Collectible #58 is on the ground on the other side of the wood barrier. It's close enough to grab.

Proceed through the door with your guns blazing. The guy behind the door gets a face full of lead for his trouble. Kill the lights and use the Creeping Dark on the guys around the corner in the next room.

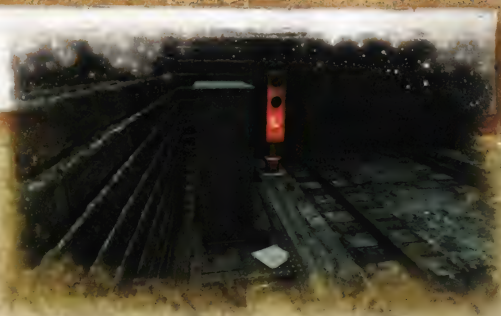
With the room clear, climb the wooden staircase to the roof. Harry is up here, and it's time for a little heart-to-heart [which you can soon devour]. Maybe not—Harry chooses to take his own life, taking a dive over the side of the building.

GUNNY

It's time for you to vacate the area. Look down from the ledge and hop onto the A/C ducts. Go all the way down to the side of the tracks.

COLLECTIBLE

059 Look for Collectible #59 near the tracks.



Oh, look! There's Harry—well, his corpse, anyway. Not to disrespect the dead or anything, but you need his heart. Devour it, and you're rewarded with the Gunner Darkling.

Use your newfound demonic friend to stop the train. Then follow the tracks to Canal Street Station.

GUNNER DARKLING

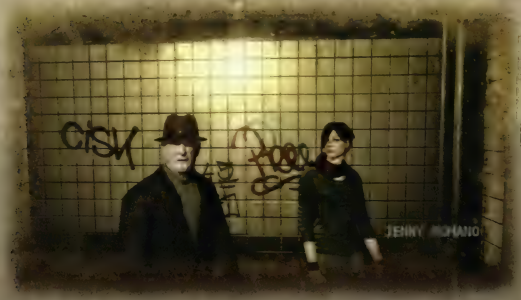
Summon a Gunner if you need heavy backup. He unleashes a torrent of lead toward the nearest target. But don't expect accuracy, just a distraction so you can flank the opponent.

Find a phone and call Jenny and Paulie. Jenny wants to talk about the bombing and meet you at Fulton subway station. Paulie wants you to know that the orphanage bombing was your fault.

Take the next train to get to Fulton. Explore the platform when you arrive. There are a number of side objectives for you to do around here.

COLLECTIBLES 095 010

Look in the men's room for Collectible #95. It's in the last stall. Collectible #10 is near the break-dancers down on the tracks.



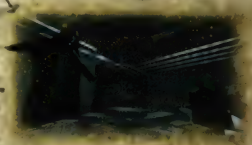
After you check out the area, climb the stairs to the St. Mary's Orphanage exit. You meet up with Jenny and Jimmy the Grape, an old friend, on the way there. Check out the TV report and then listen to what the two of them have to say, particularly Jimmy.

Jimmy isn't a fan of Uncle Paulie. These times make for strange bedfellows, so tell him you'll hit Uncle Paulie's operation.

Grindhouse

My Uncle Paulie's pretty much a scumbag. Not that anyone has the balls to tell him to his face. Paulie took me out of an orphanage I lived in after my parents died. It's kinda like being rescued from a shark attack by a grizzly bear. The only reason he took me in was 'cause he needed another hitman. We never did see eye to eye.

MISSION OVERVIEW



Now we're getting down to it. Hitting Uncle Paulie's operation at Grinder's Lane Abattoir will give you a chance to destroy his money stash. You want him to hurt? This'll hurt him good.

HARDWARE

DUAL PISTOLS,
COMBAT SHOTGUN,
SUBMACHINE GUNS

DARKNESS POWERS

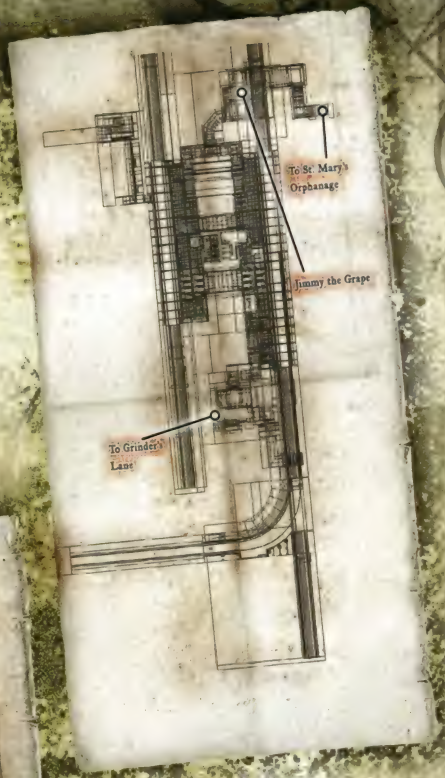
Creeping Dark

OBJECTIVE

Hurt Paulie's operation.

COLLECTIBLES

Collectibles #11, #36, #60, #62

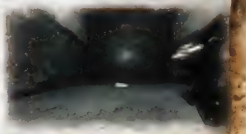


TAKING CARE OF BUSINESS

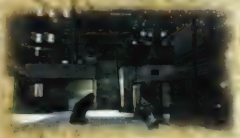
It's time to get down to brass tacks. Leave Jenny in Jimmy's care and head back down to the train tracks. The exit to Grinder's Lane is on the opposite side of the station.

COLLECTIBLE 060

Outside on Grinder's Lane, look directly above the subway station exit at the "bridge house." Look for an open window, and use Creeping Dark to go through it to snatch Collectible #60 inside.



Once you're outside, speak to Frank Mortis, who is waiting by the lamp post. He gives you the inside info on how to enter the abattoir. You must destroy the control box on the other side of the gate. After you've finished with Frank, follow the road and go for the dark alcove to the left of Jerry's Pawn Shop. Shoot out the lights and proceed down the alley. Follow the street down the compound, shooting out the lights as you go into the courtyard.



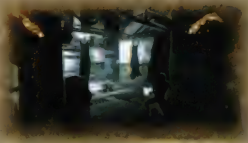
Once the area is suitably dark, unleash the Creeping Dark and send it over the compound walls. Take out the two gunmen and smash the control box. It's on the wall near the gate.

Step inside and go toward the building. Enter the door to your right to get into the Workshop. There's a can of gasoline inside. Grab it, you'll need it later. Listen to the radio for a tip on an upcoming shipment.

COLLECTIBLE 062

Use Creeping Dark to crawl up to the roof covering the factory entrance. You'll find Collectible #62 on top.

Exit the Workshop and summon a Berserker and a Gunner. Go for the door with the red light. Step in, douse the lights so your Darklings don't evaporate, and help the Darklings kill the goons. If a Darkling falls in battle, resurrect it. Repeat this process in the next rooms.



In the packing area, there's a small room nearby filled with several "made" guys. Instead of shooting through the door's window, spawn a Berserker inside and let him have his fun and eat it too. Use the gasoline to burn the money when he's done.

Now it's time to clean out the rest of the warehouse. Exit the "flaming-money" room and go through the door next to it. Two more gunmen are in the cafeteria. They're easy pickings for you and your shadowy friends.

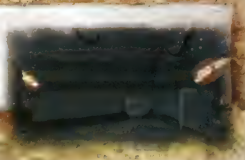
Exit the cafeteria and turn left. Go down the hallway. You find a guy who's really into his television show at the first door on your right. Give him a sad ending and move on.

COLLECTIBLE 011

The next room on your right has Collectible #11. It's on the ground next to the desk to your left.

COLLECTIBLE 036

In the room at the end of the hallway, use Creeping Dark to slither through the wall vent near the floor to find Collectible #36.



Go to the front desk area. Unlock the door and exit the warehouse. Exhale. Things are looking up. You hurt Paulie and you're well on your way to getting your revenge.

It's time to check on Jenny. Go back to the subway station. Proceed to the St. Mary's Orphanage exit, and you find a badly beaten Jimmy on the ground. No sign of Jenny. Jimmy says that Paulie and Captain Shrote took Jenny to the orphanage.

Whoops.

Bitter Ends

When you kill for a living, life's only precious if you're staring down the barrel of a gun—or somebody you care about is. Paulie can have my possessions, my life, anything I own... anything, except you...anything!

MISSION OVERVIEW

Jenny's in trouble and it's no one's fault but your own. Uncle Paulie and Captain Shrote have her at the orphanage. You are going to go and get her from the wrecked orphanage or die trying.

HARDWARE

DUAL PISTOLS,
COMBAT SHOTGUN,
SUBMACHINE GUNS

DARKNESS POWERS

Creeping Dark

OBJECTIVE

Save Jenny

COLLECTIBLES

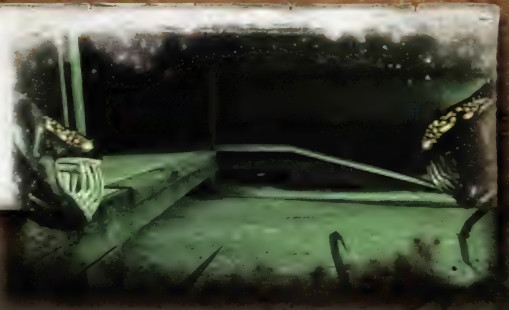
Collectibles #12, #98, #99, #100

IT S BEEN A BAD DAY

You're in deep trouble and there's only one way out: a blaze of glory. Exit the station to St. Mary's Orphanage. Use the Creeping Dark at the bottom of the stairs to kill the three goons above you.

COLLECTIBLE 012

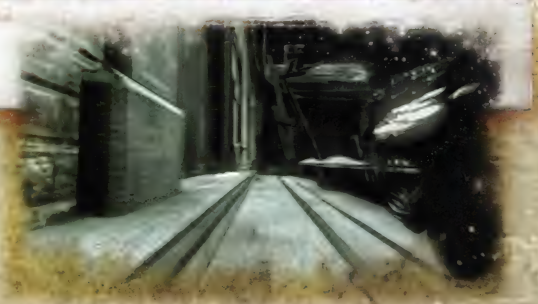
Go past the orphanage for now. Collectible #12 is at the end of the street, under the walk ramp in front of you. Your Creeping Dark can get it. As a special bonus, some automatic guns are around the small structure next to the dumpster.



Enter the ruined orphanage grounds. Just setting foot on the playground brings back some old memories. Keep moving toward the entrance. You experience these memories quite a bit in the upcoming sections. Enter the building.

COLLECTIBLE 098

Before you enter the orphanage, use Creeping Dark to reach the outside balcony of the building's second floor. You'll find Collectible #98.



COLLECTIBLE 100

Make a left at the entrance inside, and enter the classroom. Collectible #100 is in the corner of the room, near one of the desks.

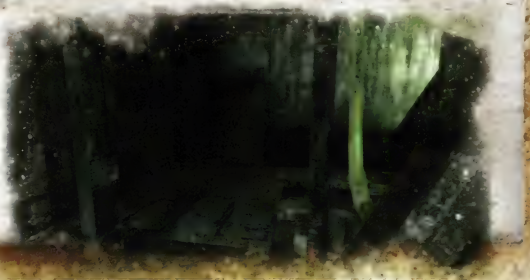
Go across the hall and into the room. The outline of a kid's body is on the ground. Paulie's sick and he is going to pay.

Follow the steps up to the bomb area. When you enter, you see a ghost run past you. Follow him to the left. Pass through the kitchen, going through the door on the other side, and you find the boy sitting against the wall. That boy you were following? It's you.

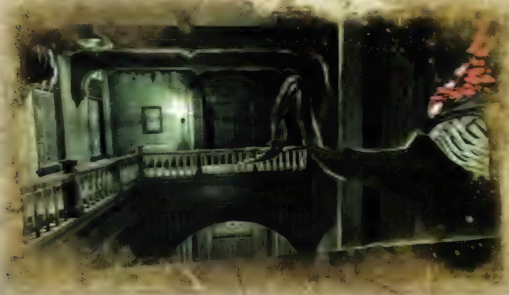
Go back to the bombed-out area now. Move to the other side of the room and go up the stairs. At the top, you experience some memories of you and Jenny.

099

Enter the door on the right and slowly cross the wooden beam. At the end of the beam, turn right and jump to the next platform ahead. Jump again over the next space, and then turn right and go for the door. Collectible #99 is inside the bathroom. Go back to the room at the top of the staircase and proceed through the other door.



The Darkness takes control for a little while. Go to the next room and take the far door on the left. You endure some more memories. Leave the bedroom and enter the other door on your right. The Darkness is playing with you again. Take the door on your left.



You can't do anything here except watch Uncle Paulie and Captain Shrote kill Jenny. After that, you are so distraught that you do what your heart tells you to do: kill yourself.

Too bad it isn't quite that easy to die.

And that...well...that was the first time I died.

MISSION OVERVIEW

The Darkness says that you shouldn't be here. It's too late for recriminations—you need to find a way out of this hellhole.

HARDWARE

DUAL PISTOLS,
RIFLE

DARKNESS POWERS

Creeping Dark, Demon Arm

OBJECTIVE

Find a way out.

COLLECTIBLES

Collectible #1 3

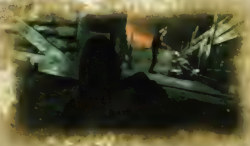
DARKLINGS

BERSERKER

GUNNER

KAMIKAZE

WHAT'S DONE IS...



Watch the three men die at the hands of the World War I-era German soldier. After that, get the rifle and the handgun located near you and take care of the soldier. Once you eat his heart, you gain a new Darkness ability: the Demon Arm.

DEMON ARM

The Demon Arm is a literal extension to The Darkness body. Use it to lift, move, and throw objects, destroy lights, and, best of all, impale enemies.

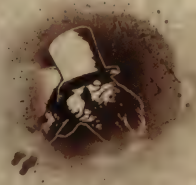
EAT YOUR HEART OUT

This is definitely not home. And inhabiting this God-forsaken land are people similar to you, protected by The Darkness for better or worse. The only way to guarantee enemy kills is to devour their hearts after they've fallen from your gun. If you don't, they'll rise up and continue their murderous rage.

Move down the trench and use your Demon Arm to take out the wall lights as you go. You're soon prompted to use the Demon Arm to take out some debris from your path. While you're at it, use the Demon Arm to stab an unsuspecting soldier in the small hideout to the left.

Enter the hideout and grab the extra ammo. Continue along the trench after you've refilled. You find a soldier that you must eliminate on your right. When he's down, look through the binoculars to see where you're going after you get out of the trenches.

Go forward some more. Once you reach an opening, wait a moment. A plane crashes in front of you, and a flying ace zooms overhead. Eat the pilot's heart, which nets you the Kamikaze Darkling.



KAMIKAZE DARKLING

This Darkling has a booming definition of sacrifice. Should you need to bypass a barrier or punch a hole into a wall, call on the Kamikaze. He'll give you an explosive performance.

Have the Kamikaze Darkling blow up the entrance to the next part of the trenches to the left of the crashed plane. Crawl through and use your Demon Arm on the two soldiers just ahead. Summon a Gunner or Berserker and follow them down the trenches.

You find two more soldiers, and neither of them are threats to your newfound powers. When the trench turns to the right, unleash the Creeping Dark. Devour the two soldiers standing guard and proceed to the end of the trench.

COLLECTIBLES

013 Turn left at the end of the trench and past the lone tree in front of you. A blown-out structure across from the German bunker is just ahead. In the structure, look down and shoot out the wood hatch. Climb down the ladder to find Collectible #13 next to the dead soldier.

Behold a White Horse

MISSION OVERVIEW

Maybe you're in hell and maybe you aren't. Either way, you've got a few new powers and exactly zero answers. Finding them is important, but surviving this hellhole is even more important.

HARDWARE

DUAL PISTOLS,
RIFLE

DARKNESS POWERS

Creeping Dark, Demon Arm

OBJECTIVE

Survive until you find answers.

COLLECTIBLES

Collectibles #14, #38, #63

DARKLINGS

WAR IS HELL

You can sit in a puddle of your own tears and wonder why you're in hell, or you can get moving and find a way out. Be a man and get on your feet.

You're an experienced gunman and you've got a rifle. See those soldiers in front of you? Reload and take them down. Use the Creeping Dark to scout ahead and take out soldiers from afar. If you need to, summon a few Darklings to help you out.

Advance from broken shelter to broken shelter, taking out grunts as you go. Follow the trenches on your right, just below where you were before. You pass the barbed wire fence where the binoculars were. Take a right onto the roof of the structure.

COLLECTIBLE 014

Turn right from the roof and hop over the crumbled wall. You'll find Collectible #14 on the ground.

Be aware of the soldier hiding across from you. Move away from the trenches and keep going toward what you saw through the binoculars.

Stop when you reach the image of Pestilence.

COLLECTIBLE 063

Look on the ground in front of you to find Collectible #63.

Don't aggravate Pestilence. If you do, it will let out a sharp shriek and kill you instantly. Follow the wooden planks that begin to Pestilence's right. There are two undead soldiers on the other side. Do them a favor; make them fully dead.

KILLING THE UNDEAD

Shoot to wound, and then come up close and stab them with the Demon Arm. Don't forget to devour the heart.

Follow the ridge until you arrive at the big rocks. Use the Creeping Dark for recon, and devour the two guards walking through the trees. Keep going and you come to a bunker.

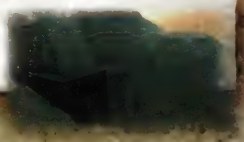
Shoot out the door light from a distance and use the Creeping Dark to slither through the bunker entrance on the right. Devour the three guards, collect their weapons, and unlock the front door.

Enter and turn to the right. Walk to the locked door. Send your Creeping Dark through the opening above and to the right of the door and unlock it. In the next room, collect the ammo from the dead bodies.

Summon a Kamikaze Darkling, and he automatically goes into the other bunker and blows a hole in the wall. Move away from the bunker and into the open area.

COLLECTIBLE

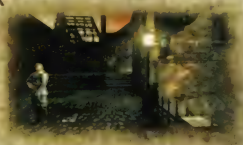
038 Outside, walk to the edge of the cliff and spot a tunnel protruding from the bunker. Collectible #38 is on the tunnel ledge. Use Creeping Dark to retrieve it.



You can rest easy. Cross over the open area without any danger—you've made it to the Allied Trenches on the other side.

There's no explanation for what's happened to me. Maybe this place isn't a place at all. Maybe it's a state of mind. I mean, I'm supposed to be dead. I remember you. I remember the gunshot. I think I'm in hell.

MISSION OVERVIEW



You've got a chance to find out the truth about you and your powers. Take advantage of it.

HARDWARE

DUAL PISTOLS,
RIFLE

DARKNESS POWERS

Creeping Dark, Demon Arm

OBJECTIVE

Find a way out.

COLLECTIBLES

Collectibles #15, #16, #66

ANSWERS AND QUESTIONS

Speak to the soldiers in the trenches. You don't have to worry about fighting in this area—you're among friends. You need to look around for two people: Captain Eldridge and Corporal Greenwood. They are standing together and they tell you how to get to the village.

There's a hatch next to Greenwood. Open it and climb down the ladder. Keep going through the sewer and don't stop, no matter how much The Darkness begs you to. Keep going.

Enter the small cavern where the soldier is playing the harmonica.

COLLECTIBLE 015

Collectible #15 is on the floor near the harmonica player.

Go through another narrow tunnel. Once you reach the ladder, climb it and head for the village. Upon entering the village, a soldier recognizes you and tells you to go to the church as soon as possible. Someone is expecting you.

COLLECTIBLE 066

Before you go to the church, take a look around town. From the ladder you just climbed, take a right. Follow the cobblestone path around the corner to a small shack guarded by a soldier. Collectible #66 is inside the shack.

The church is at the top of the cobblestone path and to your right. Go straight for a bit and check out the church's top level. After the bombed out section, you find three soldiers sitting around a fire. Grab the guns around them and go back out.

Descend the stairs toward the field hospital.

016

Take a left instead of a right here. Follow the street up a set of stairs, and enter the dilapidated building on your right. You find Collectible #16 inside.

Enter the field hospital for a huge surprise. Jackie Estacado, meet Anthony Estacado, your great-great-grandfather. He's the one who brought The Darkness into your family.

Anthony tells you that The Darkness needs a host, a living creature, in order to survive. It is as old as time itself and is passed on via the males of the family, finally manifesting on their 21st birthday.

You died too soon. You're here so that The Darkness can fix you up and use you. Here's the good news: there may be a way to control it. Grab the two guns while you're down here.

Couple of things about the Estacado Family... One...we don't give up.

MISSION OVERVIEW

Anthony has given you the origin of your powers, now it's up to you to figure out a way to control them. Go find the man on the cross.

HARDWARE

DUAL PISTOLS, RIFLE

DARKNESS POWERS

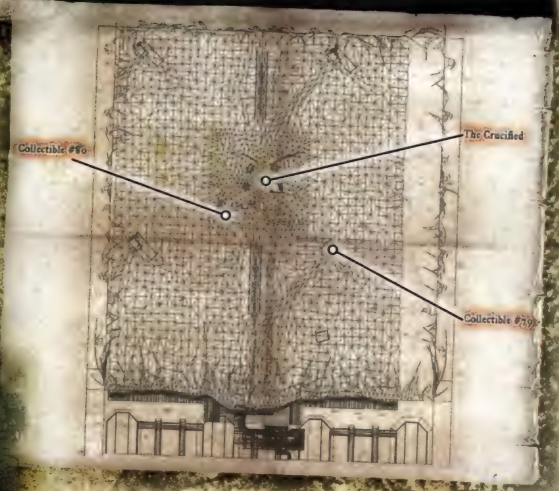
Creeping Dark, Demon Arm, Darkness Guns

OBJECTIVE

Take control of The Darkness.

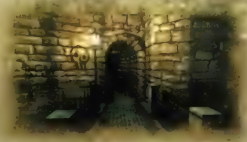
COLLECTIBLES

Collectibles #65, #79, #80, #87



CREEPY CRAWLING

Exit the church and head straight. Once you reach the top, cross the bridge on the left to the hills. Ignore The Darkness. It doesn't want you to go, but you must. You soon enter a cavern.

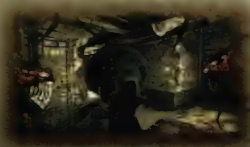


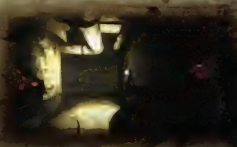
COLLECTIBLE

087

Immediately turn left inside the cavern and jump across to the platform. You'll find Collectible #87.

Go down the cavern until you reach the lower level. Take a poke around for some extra ammo while you're down here. There is a bell that blocks the way to the hills at the other side. Your Demon Arm can move it. Go outside, remembering to kill the lights as you pass by.





DON'T GET RECKLESS

The hills are singing...for your death. Instead of following Anthony's advice of just running without looking back, take the precaution of finishing off your attackers. Remember to devour the hearts so they won't rise up again.

STAY ON THE STRAIGHT AND NARROW

This hill has eyes, too. If you stray off the path too much, lightning will strike upon you and transport you back to the base of the hill.

THERE'S LIGHT IN LIGHTNING

Lightning storms are apparently common on the hill. And lightning is just another form of light, so if your Darkness is on, it will deactivate as soon as there's a flash of light.

Descend the stairs and come to a stop. Take out the closest lights and unleash the Creeping Dark. Send it down the path, devouring soldiers as you go. This serves two purposes: it clears the way for you ahead of time and it feeds The Darkness.

Once you're done with your midday meal, head for the hill. If you see more soldiers, give 'em a taste of the Creeping Dark. At the base of the hill, The Darkness tries to make you turn around. You've got it scared, so keep going. Begin your short climb up the hill.

COLLECTIBLES

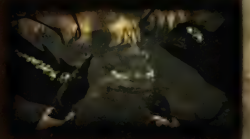
080

As you begin to ascend the hill, turn left toward the trench. Follow the trench around to find Collectible #80. Turn around and head back out of the trench, hanging a left to continue walking up the hill.

Enter the ruins of the building on your right for some ammo. Now activate The Darkness just outside the ruins. The tree in front of you turns into a cross with a man hanging upside down on it. Speak to him about Jenny, and he gives you a new weapon: the Darkness Guns.

THE DARKNESS GUNS

The Darkness Guns were forged solely to counter The Darkness. It has been constantly upgraded by each of its owners, and now you have them to blast away all the undead minions in this world. Get hit by these bullets, and you're guaranteed not to get back up, heart devoured or not. Held in dual-gun fashion, one is a rapid shooter good for medium to long distance, while the other boasts a powerful, shotgun-like blast that can cripple multiple foes at short distances.

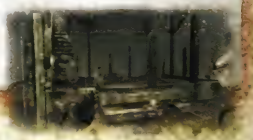


Listen to what the Crucified has to say. Use the Darkness Guns wisely, or else The Darkness will consume your soul. Now that you've found the guns, return to the village and speak with Anthony.

Play with the guns on the way and get used to their feel. You can rack up tons of hearts this way. Also, be mindful of the lightning that returns you to the hill if you wander off.

COLLECTIBLE 079

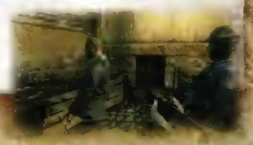
Look around this area for a burned-out home. Collectible #79 is in the fireplace.



Once you're done playing with your new pistols, go back to the village and head for the field hospital in the church.

COLLECTIBLE 065

As you cross the bridge once more, make an immediate right and crouch down to enter the cubbyhole. Go down the ladder and you'll find Collectible #65.



Look for the sign that's made for you in the hospital. It says that you need to descend the stairs. When you reach the bottom, Anthony tells you about an old cannon outside a castle that houses The Darkness.

Take to the sewers. That's the only way to reach it.

Cannonfire

There's something important here that The Darkness is trying to protect. I can feel its agitation. But if I stay the course, if I defy the voices in my head and never look back, maybe up ahead I'll see a light. And maybe in that light—I'll see you Jenny.

MISSION OVERVIEW

The Darkness is protecting something called the Cannon. The Germans are using it to bombard the Allies. Go through the sewers beneath the hospital to reach the cannon and find some more answers.

HARDWARE

DUAL PISTOLS, RIFLE

DARKNESS POWERS

Creeping Dark, Demon Arm, Darkness Guns

OBJECTIVE

Locate and reach the cannon.

COLLECTIBLES

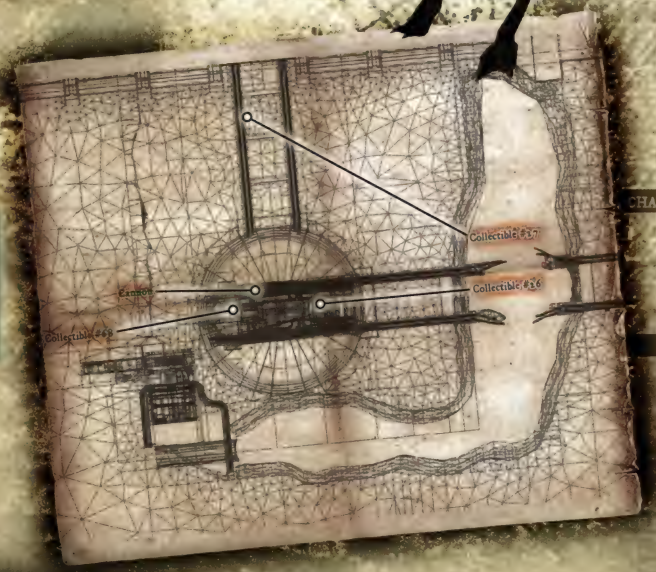
COLLECTIBLES #17, #18, #26, #27, #28, #67, #68

CREEPY CRAWLING

WEAPON OF CHOICE

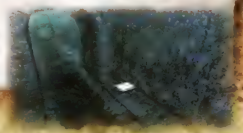
Don't forget to use your newfound Darkness Guns. They stop all the undead in their tracks. Use your man-made guns only if you're in too much light, which prevents you from using any Darkness powers.

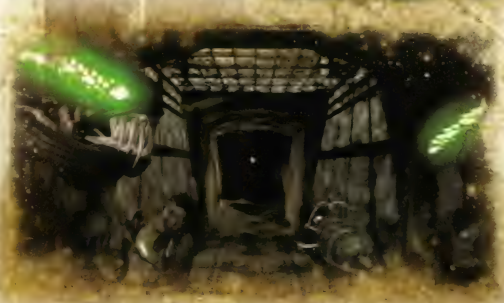
Listen to Anthony, and then climb down the ladder in the same room. The soldiers close the hatch behind you while The Darkness says that it's a mistake to go on. Continue ignoring it and move ahead.



COLLECTIBLE 028

A few paces after the hatch is closed, turn around and you'll spot Collectible #28 on the ground.





Follow the sewer system until you reach the open cavern. Get your Darkness Guns ready as you come through, and aim to the right. Two zombies take potshots at you from the railing.

Once they're down, move forward and peek around the corner on the left. A dead head hides behind one of the boxes in front of you. Your Darkness Guns can solve the problem for you. If you need handgun ammo, send your Creeping Dark to the small tunnel on the right.

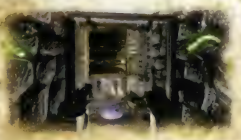
Move on and climb the ladder on the right. Take the ammo and hearts from the two drowned zombies. Backtrack a little to the third zombie that you killed. There's a door just in front of you, but it's impossible to open until the water chamber is empty.

Climb the two flights of stairs. Three zombies are at the top, so use your Darklings to help take them out. Once you reach the top and dispose of the zombies, open the door that says "Pumpe."

COLLECTIBLE 017

Move all the way to the right of the door and look down over the railing. You'll see Collectible #17 flashing under you. Jump over the railing and grab it, and then climb back up the stairs to the "Pumpe" door.

As soon as you enter the next room, summon a Gunner Darkling and shoot out the lights. Help the Darkling get rid of the three shooters in this room. Return to where you entered, and go through the door on your left. Walk up to the pump and turn the valve.



Head back and walk through the entrance at the room's far corner. Follow this path until you arrive in the next pump room. Kill the lights and walk up to the dead man on the other side. Eating his heart nets you a brand new Darkling: the Lightkiller.

LIGHTKILLER DARKLING

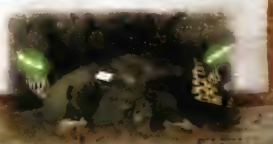
This Darkling literally electrifies anyone that crosses paths with it. Now you don't have to waste bullets shooting out light fixtures—summon it to lightning-strike lights and to put energy back into broken-down machinery.

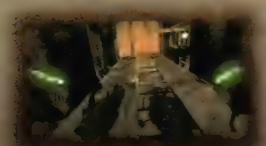
Summon the Lightkiller, and he brings electricity to the pump. Once the pump is powered, turn the valve. Both pumps are now on, so return down both flights of stairs to the formerly inaccessible door. Open it via the valve and go through.

COLLECTIBLE

067

At the junction, you should turn left and go into the next room. Collectible #67 is in there.

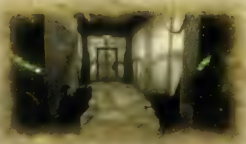


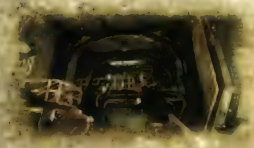


Head back down the path from Collectible #67 and turn left at the junction. Go straight ahead into the next area, but make sure you shoot out the lights when you enter. Climb the ladder.

When you reach the top, summon a Lightkiller and have him take the lead down the path. On the way up the stairs, you get to see the Lightkiller zap the three undead soldiers with electricity. That disables them temporarily, so finish them off by devouring their hearts.

Climb up the ladder in the room and enter the door at the top. The German bunker is through the next door. After The Darkness mutters a few words to you, take out the ceiling light and proceed ahead. Open the next door.





As you walk into the next area, turn right and watch out for the patrolling zombies on the upper platform. You can take them out with your Darkness Guns. Or, you can run underneath the platform, pop the lights, and summon some Darklings to do your work. Keep going up the stairs. Two more dead heads are at the top. Handle them.

COLLECTIBLE 018

Collectible #18 is on the floor in this room.

Proceed through the door in this room, which leads outside to the cannon. Make your way to the back of the cannon and be ready for a shootout with three zombie soldiers. When you reach the back of the cannon, climb the ladder.

COLLECTIBLE 027

Before you go into the cannon, walk to the big gate. Collectible #27 lies just in front of the gate.

At the top, a door opens and you're tossed into a major firefight. It's one-on-six, so summon a Darkling, pop the lights, and use your Darkness Guns to help even the odds.

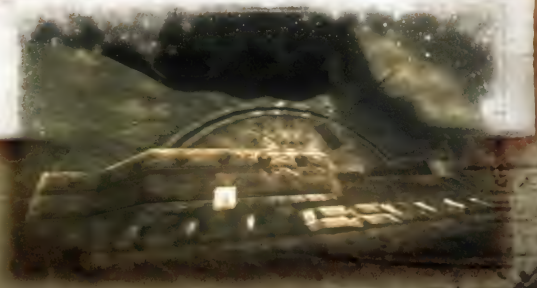
COLLECTIBLE 068

Look beneath the catwalk in the small room on the cannon's first level. You'll see Collectible #68 beckoning you to use Creeping Dark to collect it.

After you clear this area, climb the stairs. Take a right at the top and follow the platform to a door. This door leads outside. Walk along the outside of the cannon and continue up the stairs in front of you. At the top, follow the path all the way to the hatch. Open the hatch, jump into the control box, and start up the cannon's engine.

COLLECTIBLE 026

Outside on top of the cannon, let loose Creeping Dark along the left backside. You should see Collectible #26 perched near the back.

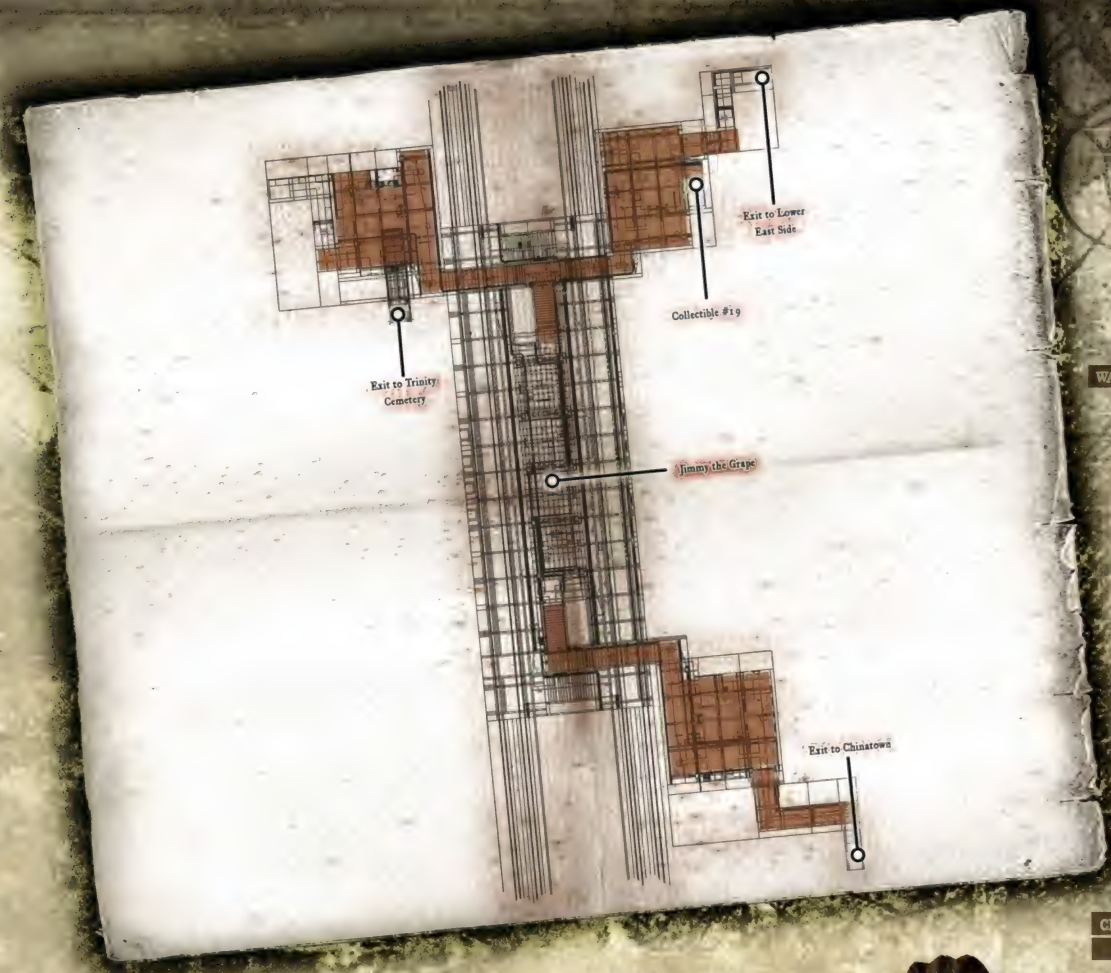


Back in Action

My Aunt Sarah. Now, she taught me about life. After I left the orphanage, she was the one person who cared for me. And she loved you. Now, when her husband Jimmy Franchetti died, the family forgot about her. Except for the older guys...and me.

MISSION OVERVIEW

You're back in action and ready for war. How long have you been gone? Your Aunt Sarah must be worried sick. Go see her. She lives on the Lower East side, near the Green Olive Grove restaurant.



HARDWARE

DUAL PISTOLS,
COMBAT SHOTGUN,
SUBMACHINE GUNS

DARKNESS POWERS

Creeping Dark, Demon Arm, Darkness Guns

OBJECTIVE

Speak to Aunt Sarah.

COLLECTIBLES

Collectibles #19, #20

DARKINS

BERSERKER

GUNNER

KAMIKAZE

LIGHTKILLER

HOME AGAIN, HOME AGAIN

You're back on familiar ground, in the Canal Street station. Look for Jimmy the Grape across the subway platform. He fills you in on what's happened since the last time you were in the land of the living.

After talking to Jimmy, make your way up the stairs toward the Lower East Side exit.

COLLECTIBLE 019

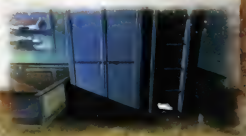
Before you leave the subway and just past the gates at the Lower East Side exit, take a look behind the information booth. You'll find Collectible #19 there.

Leave the subway and head toward the Lower East Side to speak with Aunt Sarah. At the top of the steps outside the station's exit, turn 45 degrees to the right. Sarah lives in the first floor of the apartment building in front of you.

Cross to Raspberry Street and head for the apartment. It's the only one with the light on outside the door. Ring the bell. Aunt Sarah comes to the door and greets you. Follow her inside.

COLLECTIBLE 020

It isn't nice to snoop, but take a gander around Aunt Sarah's place anyway. Go into her bedroom and check out the bottom of her empty bookshelf to find Collectible #20.



Go into the kitchen to speak with Aunt Sarah about Jenny and your plans. She suggests ruining Paulie's operations, starting with Captain Shrote.

Chase Scene

It's like I have everything to live for, and nothing to gain. I got nothing worth having without you. But at least I got a purpose. And that's tearing Eddie Shrote into a thousand pieces. It's my reason to live.

MISSION OVERVIEW

Captain Eddie Shrote has a place over on Gun Hill. Abe Hunter will let you into the building, but it's up to you to make it there to handle your business. You can get to Gun Hill by using the service door across the train tracks at Fulton Street station.

HARDWARE

DUAL PISTOLS, COMBAT SHOTGUN, SUBMACHINE GUNS, TACTICAL RIFLE

DARKNESS POWERS

Creeping Dark, Demon Arm, Darkness Guns

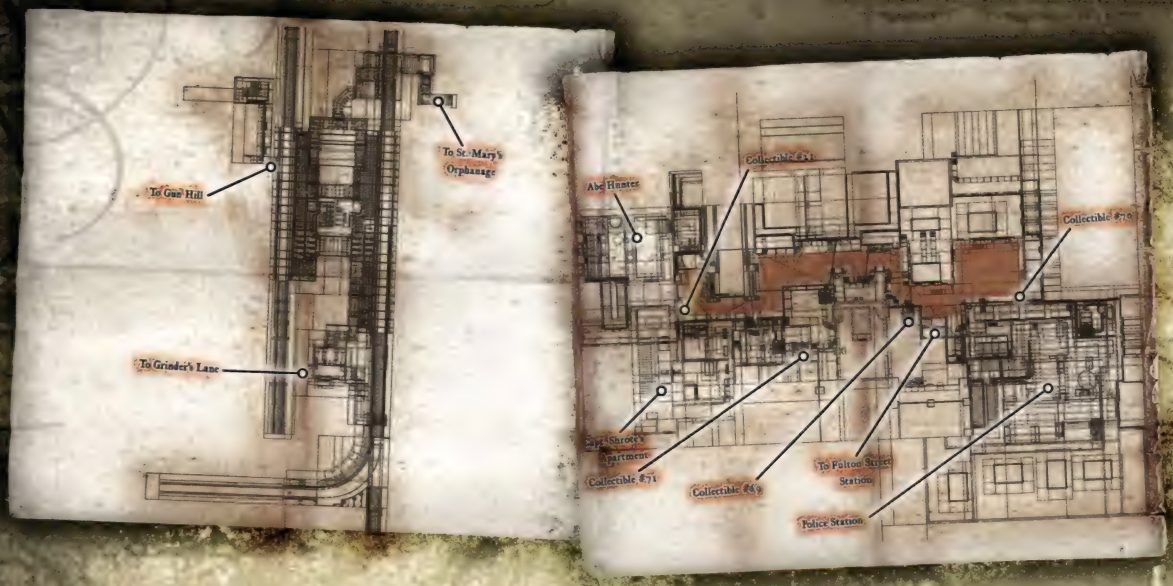
OBJECTIVE

Find Captain Eddie Shrote.

COLLECTIBLES

Collectibles #11, #56, #69, #70, #71, #85, #93

DARKLINGS

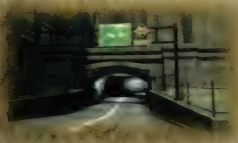


ON THE HUNT

Leave Aunt Sarah's apartment. Hang a right and then walk all the way down Raspberry Street, crossing over Thompson Street, until the street ends.

COLLECTIBLE

056 Look for the small space at the end of the street. You'll see Collectible #56.



Instead of going back to the station, head for Pier 19. Follow Thompson Street all the way to the other side of the Lower East Side. You see a sign for Pier 19 at the end of the street on the right.

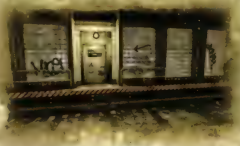
Go through the tunnel and follow the road all the way to the wharf. When you get there, follow the road to the loading docks. You find two workers complaining about their jobs. Do them a favor—make it so that they never have to work again.

COLLECTIBLE 093

Use your Demon Arm to move the cargo boxes. Collectible #93 is under them.

COLLECTIBLE 085

Look along the wharf's edge near the loading cranes. A gangster taking a break sits with his feet dangling on the wharf. Show him you're still on the clock by pressing the Action button to kick him into the water. Collectible #85 is where the goon was sitting.



Return to the Lower East Side. Once you get out of the tunnel, make a left at the first street and a right on Thompson. Follow the street back to the subway station and catch the train to Fulton Street station.

At Fulton Street station, cross the platform and look for the service entrance door next to the train tracks. It's near the St. Mary's Orphanage exit. This takes you to Gun Hill.

Jump over the tracks and open the door. Follow the hallway to the next doorway, enter it, and then follow the stairs up to the street. When you get onto the street, take a left and follow the alley to the very end. You're finally at the service entrance of Captain Shrote's building.

COLLECTIBLE 069

Look for the phone in the small enclosure just outside and to the left of the subway station exit. Use Creeping Dark to find Collectible #69 on the roof of the enclosure.

DON'T MAKE ME CHASE YOU

Enter the door and speak to the man sitting in a chair in front of you. This is Abe Hunter, and he is your contact. He gives you the key to Shrote's place. Hop in the elevator after he tells you how to get to Shrote's place.

When you exit the elevator, head for Shrote's apartment. It's the first door on the left. As soon as you open the door, Shrote pops off several shots and then shuts the door from his location. Enter the apartment and duck into the kitchen to the left.

COLLECTIBLE 021

Take another left to get into the den. Grab the guns and get Collectible #21 off the bookshelf.

Grab the handgun ammo from the kitchen table and go into the hallway. Shrote fires at you again and dumps a bookshelf on the ground to block your way. While he's at it, he insults you and blames you for Jenny's death. We can't have that, can we?

Get after him. Jump over the bookshelf and go up the stairs. Shrote shoots at you again and retreats, so be wary. Grab the guns in the next room, including an M4 rifle that's just sitting on the bookshelf.

Open the door Shrote ducked into and follow the hallway. When you come around the corner, Shrote again tries to hit you and run. You should also hear a police chopper by this point.

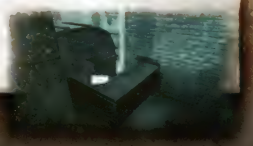
Once you enter the next room, Shrote runs out and locks the door behind him. Even better, if you look out the window, the chopper shoots at you. You can't hurt it, so don't bother firing back.

Show your face at the window and then quickly back up to the hallway. Do this twice, and the pilot says that he'll redecorate the walls with your brains. That's your queue to run back around the corner in the hall. The pilot fires a missile in an attempt to make good on his threat. If you're in the room or even near it, you'll die.

Once the missile explodes, go back into the room and watch the helicopter as it leaves. Hop through the broken wall on the way to the balcony, and then climb down the ladder on your right.

COLLECTIBLE 071

At the bottom of the ladder, turn around and follow the building's right wall. Go between the air ducts, and you'll find Collectible #71.

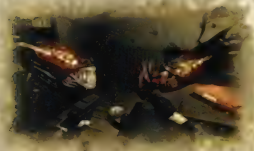


From Collectible #71, jump over the duct and then down to the lower level. Leap onto the duct lining the rooftop and then onto the roof fan. Leap once more onto the duct on the side of the building. Walk along the duct.

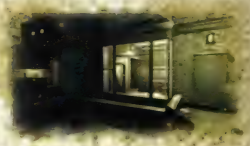
Once you get around the first corner, Shrote fires at you again and then backs up. Keep going around the building and leap to the next vent box. Continue following the duct until you can leap up to the rooftop ahead of you.

BELLY OF THE BEAST

Before you go off half-cocked, though, take a look around. You see a bunch of dirty cops in an office to your left. Shrote has led you to his police station. Clear out the office with your weaponry, and then make your way across the rooftop to the door.



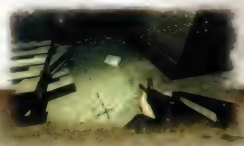
Grab the arsenal sitting on the shelves and exit the office. Climb the stairs to the rooftop. You get up there just in time to see the helicopter carrying Shrote take off. But it isn't going anywhere just yet—it intends to gun you down. You can't hurt it and you have no defense, so there's only one thing you can do.



You can't open the door, so jump onto the duct below and then into the office. Devour the dearly departed hearts, exit the room, and follow the hallway. There's a door at the end of this hallway. Three officers lurk in the room behind it, so take cover and fire away. Pop the lights and use a Lightkiller Darkling if you have to.

COLLECTIBLES

070 Before you escape, turn right at the doorway and head toward the back of the roof. Collectible #70 is on the ground.



Turn around and jump off the roof through the gate opening. A couple of metal balconies break your fall down to the alley, saving your life.

Shrote gets away, but maybe Butcher knows how to get to him. Head back to Fulton Street station via the service entrance. Butcher pages you, so call him back as soon as possible. He tells you about a special briefcase that Shrote keeps for Paulie...a briefcase that's just the right size for a bomb.

This is City Hall. You know, used to be a subway station, but it pretty much went to hell a few years ago. It's the only way through to where I need to go. Back to the mothers who killed you.

MISSION OVERVIEW

Eddie's got a brief case that he keeps safe for Uncle Paulie hidden in the Turkish Bath. You'll have to go through the old City Hall subway station to get there, but the tunnel is locked. Find a key to the gate in the public toilets at Fulton Street station and get over there.

HARDWARE

DUAL PISTOLS, COMBAT SHOTGUN, SUBMACHINE GUNS, TACTICAL RIFLE, AUTOMATIC RIFLE, RIOT SHOTGUN

DARKNESS POWERS

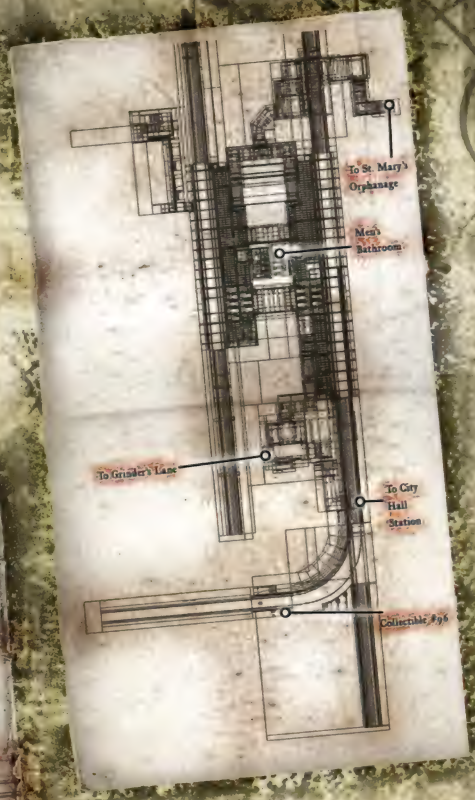
Creeping Dark, Demon Arm, Darkness Guns, Black Hole

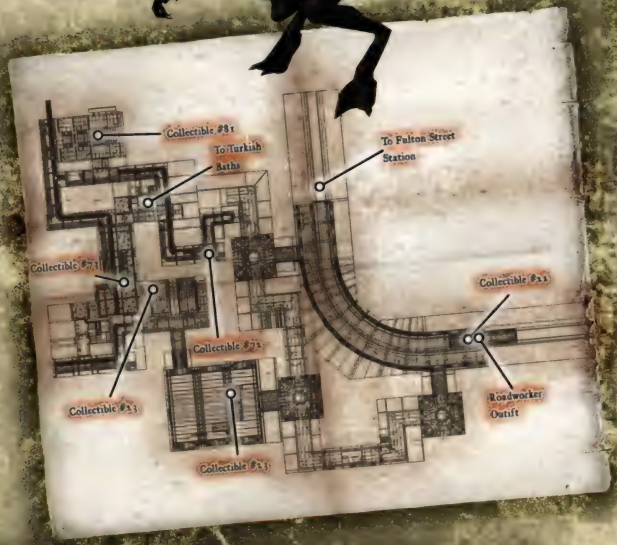
OBJECTIVE

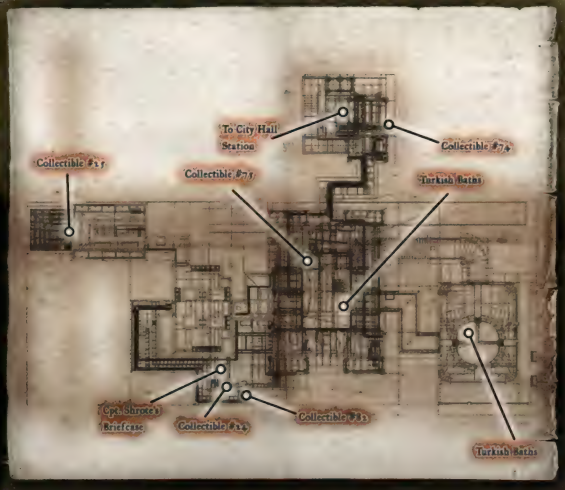
Get the briefcase.

COLLECTIBLES

Collectibles #22, #23, #24, #25, #30, #72, #73, #74, #75, #81, #82, #96







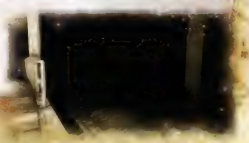
KEEP DIGGING, WATSON

Go to the men's bathroom in Fulton Street station. The gate key is behind the door with the "Out of Order" sign on it. Exit the bathroom and head straight to the end of the platform.

You pass the Grinder's Lane exit. Mitch Deval is hanging out next to the gate. Use the key to open it, and walk straight ahead into the defunct City Hall station. The Darkness warns you of some upcoming misery. Follow the tracks to the end, where you see a train car.

COLLECTIBLE 096

Just after you walk through the gate, make a left at the tracks that lead back toward Fulton Street station. Collectible #96 is a few paces ahead and to the right, in a dark area.



ROADWORKER OUTFIT

Enter the train to grab the Roadworker Outfit.

COLLECTIBLE 022

You'll also find Collectible #22 in this car.

Exit the train and walk up the stairs. There's no need for violence here, mind you. Speak to the two underground citizens, and they tell you all about Shrote and the Turkish baths. After receiving their advice, leave them behind and go through the tunnel toward the Turkish baths.

CULT LEADERS

Two hoodlums with knives are just around the first corner. The Darkness rules the underground. It's about time people began to understand that. Give them a quick lesson and keep moving.

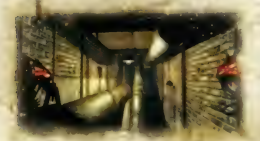
You run into another duo, plus one more thug in the tunnel. If you don't feel like getting your hands dirty with this riffraff, call a Darkling to handle them for you. At the end of the tunnel, take the door on the left with the painted pentagram on it. Follow the steps down.

COLLECTIBLE 072

Collectible #72 is at the bottom and to the left of the pipe.

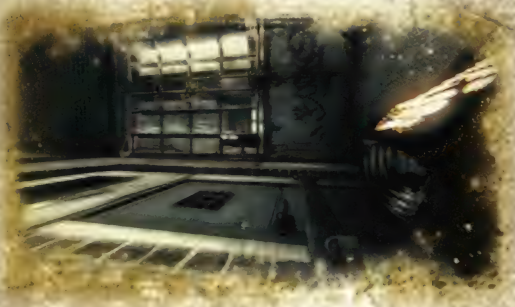
Summon a Darkling to take the lead. Tell it to go ahead, and it triggers some unpleasant and possibly fatal booby traps. A broken pipe above you spews flames. It goes out after a while, so just hang tight.

Get a Darkling to walk through the water around the corner. It gets electrocuted. Shoot the wire protruding from the wall to stop the current so that you can continue.



After you climb the steps, let loose a Lightkiller. He takes care of the lights up ahead, as well as taking one for the team. Watch out for falling objects, including a ceiling pipe, in this area.

Go under the fallen pipe on to the other side of the steps. The door with the pentagram is booby-trapped. If you touch the wires in front of it, you'll be treated to a taste of gas.



To open it, use the Creeping Dark to go above the door and chomp the grate. It can go through to the other side and unlock the door for you.

Once you enter this room, you hear Deval's brother [see Side Objective: Deval] yelling at you. He lowers a gate, preventing you from climbing the stairs, as you move around the room.

Gates locked by chains are on either side of the stairs. If you try to go through the left gate, an explosion will kill you. You must destroy each chain on the right gate. Once it opens, shoot Deval to make him shut up. Move the small box on the ground so that you can hop up to where he fell. Devour his heart for a new power: Black Hole.

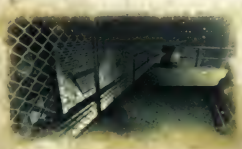
BLACK HOLE

The Black Hole is perhaps the most powerful weapon of The Darkness. Unleash it to suck in enemies, debris, and anything else in the immediate vicinity that's not bolted down.

COLLECTIBLE

081 Walk around to the right, and you'll find Collectible #81 on the ground.

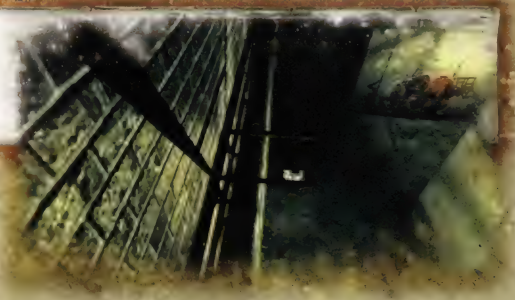
Face the ascending stairs that are blocked by debris. Use a Black Hole to clean up the area. Once the vicinity is clear, climb the stairs. Crouch under the bars, turn left, and follow the tunnel.



Two of Deval's followers are just around the corner. Send them to meet Deval. Continue until you see an opening to your left. Hop onto the wood scaffolding.

COLLECTIBLE 073

Look to your right above the light fixture and along the wall that's lined with pipes. Grab Collectible #73 by jumping on top of the pipes and tiptoeing to the light fixture.



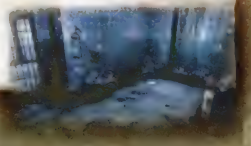
BATH HOUSE

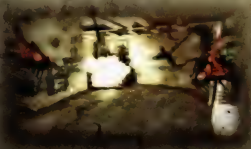
Jump back down onto the ground. Walk through the entrance and into the open door. The Turkish baths are just up the ladder. Climb it and walk up the stairs. Down the hall and before you turn the corner, The Darkness declares that the light grows dim. Maybe it's talking about the life of all the dirty cops you're about to face?

Keep going down the hall until you come across a pile of junk blocking your way. Use your Black Hole power on it to clear your path. Go around the corner and hang a left. Go down this hallway, taking it all the way to the end, and proceed around the corner once more.

COLLECTIBLE 074

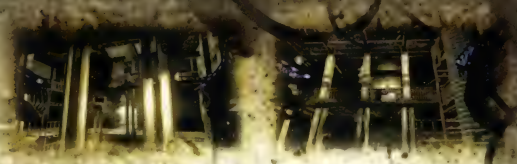
Collectible #74 is in the next room.





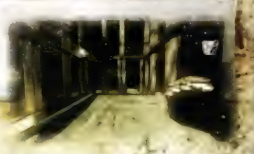
Turn around and backtrack until you see a point to your left where you can summon a Darkling. Call out a Kamikaze and have it go to the end of the hall in front of you. It should ignite itself at the broken part of the wall, opening up a new path.

Go through and climb the stairs. Grab the AK-47 and ammo from the first flight and continue upward. Once you get to the top, open the door to the baths. The first of several cops that you're about to face are inside. Unleash a few Black Holes and you should be good, but be mindful of the stragglers on the upper level. Throw a few bullets their way and take them down.



COLLECTIBLE 075

Collectible #75 is on top of the scaffolding in the baths. Send Creeping Dark up the scaffolding to grab it.



Go through the opening at the back of the bath to the adjoining bathroom. Several cops are waiting for you. Show them what a Black Hole looks like and continue up the stairs to the next floor.

You meet three more fuzz on your way up, plus a couple more cops at the top of the second floor. Use headshots or a Black Hole, the choice is yours.

Cross the wooden beam separating the broken floor. Once you're over, summon a Darkling to help mow down the three officers in the next room. After you take them down, proceed through the entrance on the right to gain access to the shower room. Put the officer there out of his misery.

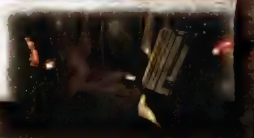
COLLECTIBLE 025

Look for a sauna in the back of the shower room. Collectible #25 is in the sauna.

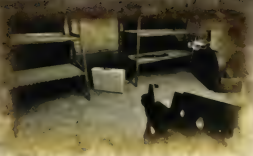
Leave the showers and turn right. You pass through a small hall filled with angry cops. Once they're finished, turn right at the door.

COLLECTIBLE 082

Don't go through the door just yet! Follow this path until you reach Collectilbe #82.

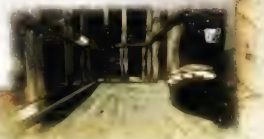


Now you can open the door. Don't go inside, though—just unleash a Black Hole in there. It should wipe out the two cops that are inside. Enter and collect the Automatic Shotgun, ammo, and Shrote's suitcase. It's sitting against the shelves.



COLLECTIBLES

024 In the same room, use the Creeping Dark to go over the fence into the small space to retrieve Collectible #24.



Time to leave. Head toward the baths. As you leave, you see Anthony appear as a spirit. He tells you that he "found it." Keep moving.

When you get near the baths, you hear a helicopter over your head. As soon as you can, summon a Gunner Darkling to assist you. When you enter the upper area above the baths, a SWAT team comes through the roof. Wait until they've all come down safely, and use a Black Hole against them. Here's a surprise: Shrote is in the chopper, swearing and cursing at you while he watches you take out his best men.

HOLY HELICOPTER

To fulfill the Anti Air achievement/accomplishment, let loose a Black Hole close to the skylight where the SWAT team entered. The force of the Black Bole brings down the copter.

Descend the stairs, past the small bathroom, and slowly inch your way through the hall to the main bathroom. A handful of elite cops awaits your arrival, including one above you. Stay in the hall and send in a Black Hole as a surprise gift. Shoot anyone who survives or is foolish enough to come into range.

As you head to the other side of the room, you find an officer with a bulletproof shield. Oh dear, if only you had a weapon that could tear through that as if it were paper—oh wait! Summon a Black Hole.

Another cop on the other side of the bathroom shoots at you from behind. Take him out and head back to City Hall station. Two more shield-bearing cops are at the bottom of the stairs and on the other side of the hall. The Black Hole will suck them right up, along with the three SWAT members with shields in the next room.

Continue down the stairs to the ladder that leads to City Hall station. After you climb down, follow the path past the scaffolding. Turn the corner, and a familiar person opens the door ahead. He tells you that an entire police force is waiting for you outside.

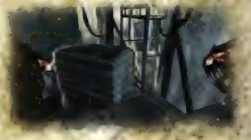
Go through the door and up the stairs. At the top, proceed through the door and then hang a left. Follow the path up the stairs, through the door, and into the next room.

COLLECTIBLE 023

Go through the doorway on your left and enter the bathroom to find Collectible #23. It's in the last stall.

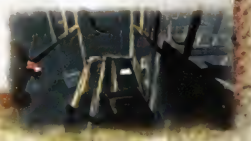
Exit the bathroom and take out all the lights above you. Just up the stairs is an entire battalion of cops that will hit the spotlights as soon as you show your face. Summon a Lightkiller and Gunner, as well as a few Black Holes, to help even the odds in this fight.

Once you reach the battle area, ready your guns. You can't use your Darkness powers much due to the light emanating from the skylight. When the area is clear, use your Demon Arm to move the solid pieces of debris next to the scaffolding.



COLLECTIBLE 030

Jump up onto the debris and then jump onto the scaffolding. Collectible #30 is up here.



Climb back down and go through the doorway behind the scaffolding. There are a few more police waiting to put you down for the count.

Descend the stairs, turn right, and follow the path out to the tracks. On the way, you encounter several more policemen cowering behind corners.

Just before you descend the stairs to the tracks, open a Black Hole. You should scoop up an entire squad that was ready to ambush you.

Enter the station and go inside the train car to recoup some dark energy. Call on some Darklings to lead your way down the tracks to Fulton Street station. Hug the right wall on these tracks, and take care of the last police squad.

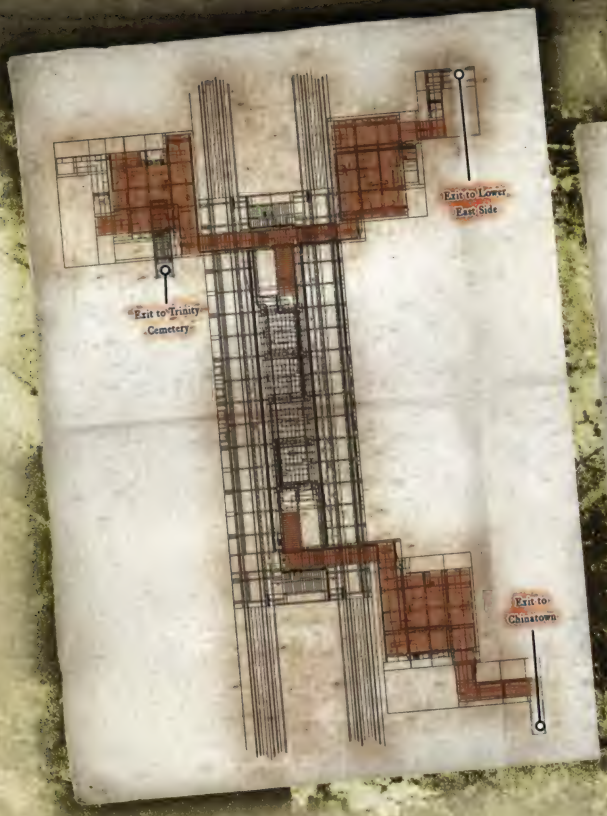
Head back to meet up with Butcher. Once you get into the station, go directly toward the men's bathroom. Butcher is inside and ready to put a bomb in Shrote's briefcase. Once Butcher places the bomb, you get a page from Shrote. Exit the bathroom and call him back. Maybe he's got something good to say.

Prep for a Setup

Luck isn't just luck. It's "preparation meets opportunity." Well, I got my opportunity. Jury's out on whether or not I'm really prepared. One thing I know for sure: this is my path to the men who killed you. There's no way in hell anyone can stop me from paying them back...for what they did.

MISSION OVERVIEW

Stealing that brief case really ticked off Shrote. Good. He wants to meet you at Trinity Cemetery Church. Don't make him wait.



HARDWARE

DUAL PISTOLS, COMBAT SHOTGUN, SUBMACHINE GUNS, TACTICAL RIFLE, AUTOMATIC RIFLE, RIOT SHOTGUN

DARKNESS POWERS

Creeping Dark, Demon Arm, Darkness Guns, Black Hole

OBJECTIVE

Take care of Shrote.

COLLECTIBLES

None

DARKLINGS

GET THEE TO A NUNNERY...

Shrote is super ticked. That's good, because now he's maybe about a hundredth as teed-off as you are. Time to settle the score. Take the train to Canal Street station and head through the Trinity Cemetery exit. Once you ascend the stairs, Anthony appears again and tells you that he "just figured it out." In response, The Darkness says that you belong to it.

Follow the street into the cemetery, back into the place where The Darkness first revealed itself to you. Enter the church. The Darkness complains about the church's filth, but continue ignoring it.

Enter the next two doors to gain access to the main hall. As you move through the pews, Shrote greets you. He's on an upper level and cannot be touched. He tells you to leave the briefcase on the altar. Do as he says. Then run back to the other side and find a nice, dark corner. It's an ambush, unsurprisingly. Shrote'll never learn.

Unleash a Gunner Darkling as soon as things start getting loud. Remember all those guns you've been hoarding? Use them. After killing off the first wave, spotlights turn on. Summon more Darklings, most especially a Gunner, and take out those lights.

Once you've got enough darkness, start letting loose more Gunners. The last of the attacks come from the church's second level. Take aim at the targets and use a Black Hole to conquer them. After Shrote's men fall, a rain of flashbangs comes tumbling down.

They've got you.

The Big Payback

The trenches. See, they weren't inside my mind. I was inside the mind of The Darkness. That's where it's vulnerable. It's where I gotta go back. That means I gotta pop myself again, but this time I'm gonna take Eddie-friggin'-Shrote along with me for a ride.

MISSION OVERVIEW

Great going, Jackie. Get caught by Shrote when you're supposed to be catching him. Out of the frying pan and into the four-alarm fire. If you could just get to some shadows...

HARDWARE

None

DARKNESS POWERS

Creeping Dark, Demon Arm, Darkness Guns, Black Hole

OBJECTIVE

Give it to Shrote and escape.

COLLECTIBLES

None

THE GREATEST TRICK THE DEVIL EVER PULLED

You can't do much while Shrote beats you down. You can only look around and listen. Two idiots are helping Shrote. They're talking while you're getting interrogated, so pay attention to them. It might take your mind off the pain.

When Shrote turns his back on you and goes to fix the drill, lure the two brown-nosers to you with some words of wisdom. Each time they come to you, they give you a tiny bit of Darkness, replenishing your powers. After you speak with them for the fifth time, you can unleash the Demon Arm when you get the prompt. Finally, Shrote gets it. But so do you...again.

I never felt like I needed much. Place to sleep, food and drink. Maybe a piece for protection. I need a cannon shell. Need a little hope. I need to know why The Darkness is lying to me. I need to see you again.

MISSION OVERVIEW

You're back in the World War I-era hell. You pick up right where you left off: in the cockpit of the cannon. Try to fire the cannon, and The Darkness mocks you for even trying. You must find shells to shoot from the cannon. Maybe Anthony can help you.

HARDWARE

DUAL PISTOLS,
RIFLE

DARKNESS POWERS

Creeping Dark, Demon Arm, Darkness Guns, Black Hole

OBJECTIVE

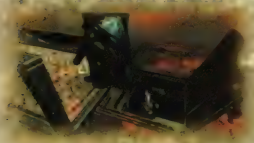
Talk to Anthony about where to find cannon shells.

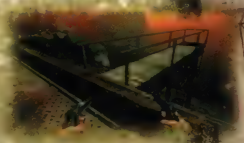
COLLECTIBLES

Collectibles #64, #76, #78

HOME AGAIN?

Open the hatch above you and climb onto the outside of the cannon. Follow the path down, around the side of the cannon, and then climb the ladder onto the ground. When you reach the bottom, you hear the scream of an undead soldier who is sitting against the cannon.



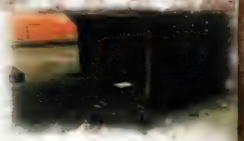


He tells you that you need ammo for the cannon. He begs to die, but The Darkness refuses to let anyone die in this realm. As much as you try, you cannot help end his suffering. Leave him and go toward the back of the cannon.

COLLECTIBLE

076

Look beneath the cannon underneath the tracks. Duck under the small space to find Collectible #76.

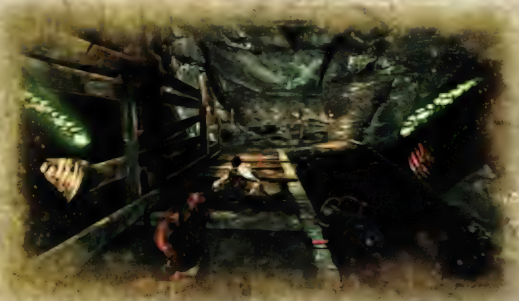


Continue walking away from the cannon and veer right to the steps that lead to a path along the cliff. A dead head blocks your path. Get rid of him quickly.

KILL 'EM FOR GOOD

Remember to use your Darkness Guns on these zombies, as regular weapons drop them for only a few seconds before they reanimate.

As you descend the stairs and follow the trail, five more undead soldiers come out to say hello. Greet them as you would any other neighbor and keep going, making sure to shoot out the fence lights as you go.

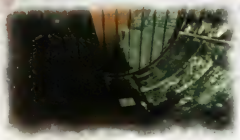


Just before the ascending steps, stop and take aim at the four soldiers. Summon a Darkling or two if you need some help.

Proceed up the stairs, and go straight ahead into the doorway for the fortress. The Darkness tells you that it's the wrong way. Don't listen to it. Go through the door, turn right, and climb down the ladder.

064 078

Enter the pipe to your right. It's a dead-end, but Collectible #78 is inside. Back out of this pipe and enter the other pipe. Follow it to the end, where Collectible #64 waits for you.



Push out the pipe's grate and jump out into the water. You are safely back in the village. Turn right and follow the water until it ends. Jump up to the platform to your left and climb the ladder. Two soldiers are there to meet you—these are allies, so go easy on the gunfire. Speak to the first soldier, Frances Fox, and he tells you that Anthony is in the trenches waiting for you.

Follow the cobblestone path to the other side of the village. At the other side, descend the ladder down to the tunnel. This leads to the trenches.

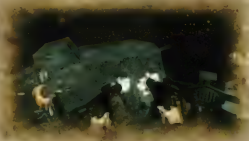
Follow the tunnel to the other end and climb up the ladder to the trenches. Anthony greets you as soon as you reach the top. He tells you that you have The Darkness running scared. Time to put it to bed.

Join Anthony in the tank. He drives, but you get to man the guns.

Did you ever hear a scream and realize it was you? Not you...something inside you. Something that has no right to be there. I hear The Darkness, crying foul because it knows I'm about to gain control.

Because it's afraid.

MISSION OVERVIEW



Anthony is driving the tank straight to the weapons cache. You'll find more shells for the cannon there. Your job is to protect Anthony and the tank at all costs.

HARDWARE

MACHINE GUN

DARKNESS POWERS

None

OBJECTIVE

Protect the tank and Anthony.

COLLECTIBLES

None

DARKNESS

None

OPERATION TORCH

You're in the gunner seat, so you must keep your eyes open as Anthony drives. Look out for airplanes above you, tanks in front of you, and soldiers below you.

MOW 'EM DOWN

You have unlimited ammo, so don't let up on that trigger. And listen to Anthony; he tells you where to point the gun.

First up, a plane approaches from your 12 o'clock. After that, check out your one o'clock for a tank. Go up the hill and take out the two posts that are filled with soldiers on the left. While you're at it, shoot at the tank ahead of you.

As you go around the ridge, five planes come at you from the front. Eliminate them and then take out the post to your right. As you go over the bridge, put your sights on the two planes coming in from the right.

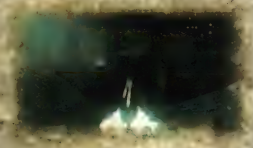
Turn back to your front and nail the German soldiers standing on the bridge. Also, take out the bridge post to your right. After you cross, look for four planes and a tank coming to hassle you.

Anthony chooses to find another route, but you end up wedged in a small gulch. Fire high and to the right to take out the two soldiers, and then face the front to destroy the tank.

Just before you cross the second bridge, aim to the right. You must bring down the five planes coming your way. Just after you cross this bridge, shoot at the gunner installations to your right and left, and then at the entrance to the fort.

Once you get inside, shoot at the guards on your right and at the tank in front of you. Also, make sure you nail the guard tower into which Anthony is about to plow.

Nail the tank just as the two of you prepare to cross a crippled bridge. Pop the tank coming in from your right, and then immediately aim at 12 o'clock high to take down one last plane.



You made it through intact...almost. You watch Anthony get creamed by a foul-looking creature. Get back on that trigger and take down this beast. He picks up the broken tank. Here's a hint: you're still in the gunner's seat. Hit him with a wall of lead. His mouth is his weak spot, so keep your sights pointed at it until he lets go.

Bunker Buster

What if you get to the end of the line? I mean, what then? Maybe there is a way out, and I just can't find it yet. Or maybe it's through here, in the heart of The Darkness. Or maybe I'm just walking into a trap.

MISSION OVERVIEW

You've reached the German bunker where the shells are kept. They should be somewhere in this building. Once you find them, bring them to the canon and fire off a salvo into The Darkness' lair.

HARDWARE

DUAL PISTOLS,
RIFLE

DARKNESS POWERS

Creeping Dark, Demon Arm, Darkness Guns, Black Hole

OBJECTIVE

Find the shells.

COLLECTIBLES

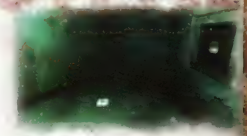
Collectibles #31, #83

DYING WORDS

COLLECTIBLES

083

After you defeat the creature, duck into the closest door on your left. Collectible #83 is inside.

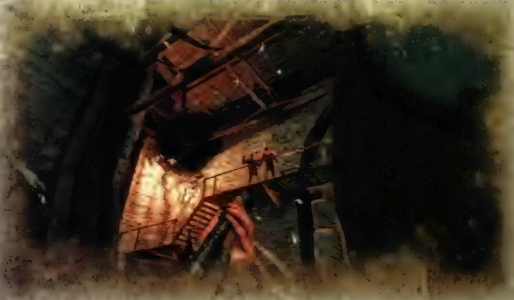


Find Anthony lying on the ground in the middle of the room. Before he dies, speak to him. Unfortunately, before he can tell you about the "Light in Darkness," The Darkness shuts him up.

Leave the room, turn left after you go through the door, and proceed through the first door on your left. Follow the path and try to ignore The Darkness taunting you about your inevitable loneliness.

Go through the door ahead and turn right. Continue through the door with the moving cog on the wall next to it. Climb the steps and you arrive at the Castle Entrance. Kill the light above you and make sure your Darkness powers are all charged up before you go through the door marked "Transport."

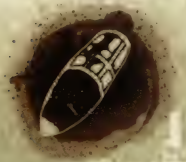
Enter the room, look to the right, and pop the undead soldier that might be standing there. Another soldier from above comes rushing at you. Handle him in any manner you wish. Move around the transport and climb the metal stairs to the top.



COLLECTIBLE 031

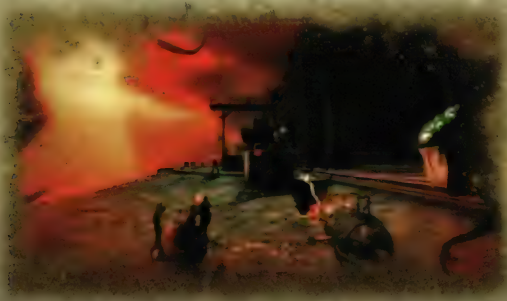
Turn right at the catwalk and go to the end. You'll find Collectible #31 here.

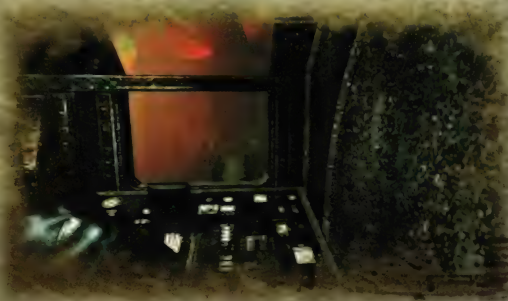
Turn around and walk to the other end of the catwalk. Pull the lever and open the bunker door. Walk back down and climb onto the transport train. Start the engine and hang on.



As the trolley moves along the tracks, you're given control of the guns. Keep the trigger pressed for the entire ride, as in the last objective, and take on all comers. Look out for a plane coming from straight ahead. As you approach the cannon, fill the soldiers below you with lead.

When the train comes to a stop, hop down and make this area an undead-free zone. There are four zombie soldiers on the ground and a sniper at the top of the cannon. Clear them out and climb the ladder. Follow the path up the cannon, back to the control area. Open the hatch, hop down, and hit the Action button to fire the cannon. You now have an entrance into The Darkness' home. Go in and say "hi."





This is the heart of The Darkness. It's where the creature dwells. I think...this is the end of the line.

MISSION OVERVIEW

The castle is now open. Enter the heart of The Darkness and take back your soul.

HARDWARE

DUAL PISTOLS,
RIFLE

DARKNESS POWERS

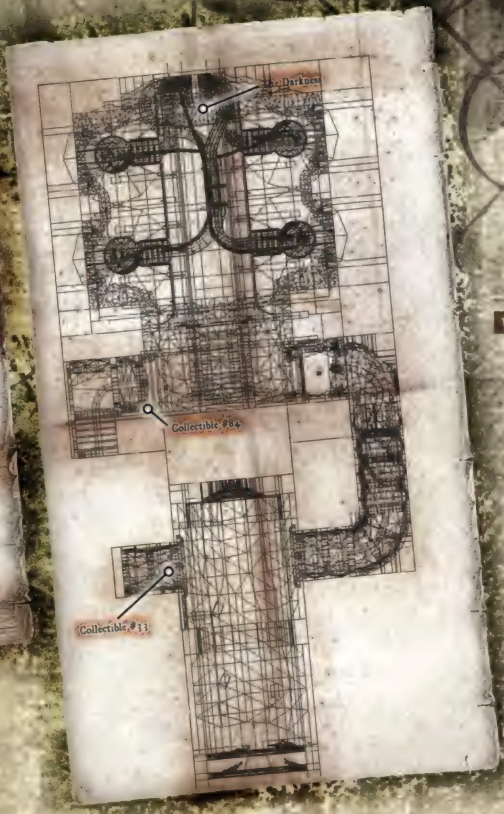
Creeping Dark, Demon Arm, Darkness Guns, Black Hole

OBJECTIVE

Conquer The Darkness.

COLLECTIBLES

Collectibles #32, #33, #77, #84



HOME AGAIN, HOME AGAIN

Exit the hatch and make your way back down to the ground. Go for the castle. Follow the steps down in the front of the cannon.

COLLECTIBLES

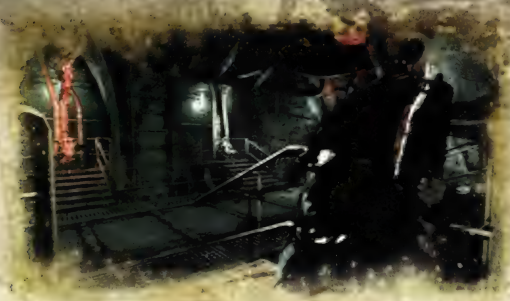
084
077
033
032

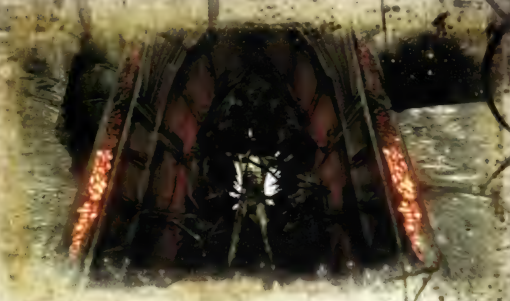
There are three collectibles in close proximity and one in The Darkness' chamber. Collectible #77 is near the Darkness light on your left. Collectible #32 is just before the steps to the castle. Look near the right light for it. Collectible #33 is inside the castle and on top of the dirt mound. Collectible #84 lies behind the broken gate in The Darkness' chamber.

From the bottom of the cannon, proceed forward across the rickety wooden planks. It's a straight shot to your target, so stick to the path as best you can. Once you're inside, follow the path through the hall and into the chamber.

When you reach The Darkness' chamber, have a look around. There are four extraction stations set up, two on each side, and a decapitated body attached inside a small chamber at the opposite end of the room. You know what you have to do. You must extract all of your Darkness powers.

Go to each station and begin extracting your powers. The more powers you give up, the more the mutilated body gets free. When all your powers are gone, the grotesque creature turns into a manifestation of The Darkness.





He rises and lets his pets loose on you. Your first instinct is to blow them away—but your instinct is wrong. Try to shoot them, and you'll hear Jenny's voice; shooting them only makes The Darkness stronger. There must be another way to overcome The Darkness.

Put your guns away. You don't need them here. You should approach The Darkness in the spirit of peace. Whether or not you accept its offer of becoming The Darkness, it consumes you. You have control over The Darkness...for now.

The Mother of God thing was way too obvious. I figured it had to be something else. Now, I knew that Aunt Sarah and Butcher were ready to see Shrote and Paulie's asses on a platter. I've already got an opening. Maybe they can help turn it into a gaping hole.

MISSION OVERVIEW

The last thing Shrote mentioned was "Mother of God." Maybe somebody from the old gang can clue you in about what that means.

HARDWARE

DUAL PISTOLS, COMBAT SHOTGUN, SUBMACHINE GUNS, TACTICAL RIFLE, AUTOMATIC RIFLE, RIOT SHOTGUN

DARKNESS POWERS

Creeping Dark, Demon Arm, Darkness Guns, Black Hole

OBJECTIVE

Get information on "Mother of God."

COLLECTIBLES

Collectible #61

DARKLINGS

FACT-FINDING MISSION

You wake up outside of St. Mary's Orphanage. Was that a spirit of a young Jenny trying to wake you up just then? No matter. The Darkness is still in you and you've got work to do. Uncle Paulie is still running around. You owe it to Jenny to avenge her death. Settling your debt should be the only thing on your mind right now.

Exit St. Mary's Orphanage's courtyard and go left, heading for the subway station. Talk to Vinny Mortarello at the Fulton Street station. He tells you to go see Butcher Joyce. He's currently at your Aunt Sarah's place.

Hop a train to Canal Street station, and get off at the Lower East Side. Aunt Sarah's place is on the corner of Thompson and Raspberry. Go up there and give Butcher and Sarah a pleasant surprise. Ask them about "Mother of God."

After speaking to Butcher, you know a little bit more about "Mother of God." It's a Chicago family boat called the *Santa Maria*. Giving the captain a funeral at sea would mess things up big for old Paulie. Butcher mentioned a radio on Grinder's Lane that you could use to call in the boat.

Head back to the subway station and go to Fulton Street station. Exit to Grinder's Lane. Once you get up on the street, turn left. Just before the right turn on this street, let loose a Creeping Dark and slaughter the two henchmen around the corner. They're standing near their car. Another guy comes out of the office to back up his friends. Don't let him.

When you're finished, walk past the dead bodies and enter the slaughterhouse's front door. Remember this place? It was one of the first places where you ruined Uncle Paulie's works.

After you get done reminiscing—and don't take too long, you've got work to do—handle the guy in the room. Summon a Lightkiller and have it kill the rest of the lights in the office.

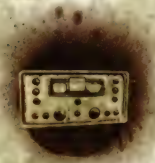
At the end of the hallway, you face off against a lone gunman. Show him why going up against you one-on-one is a terrible idea. Even better, have your Lightkiller do it.

Take the first door on the right in the hallway, the cafeteria, and continue into the next rooms. You're essentially retracing your steps from the last time you were in this building.

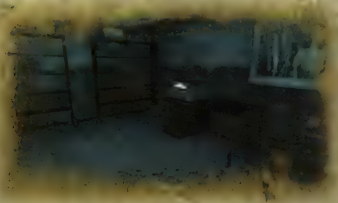
Make sure that you've got your Darklings summoned and your safeties off when you enter the butcher room. Five hoodlums come racing in from the doors in front of you and to the side. Stand your ground, pick your shots, and use a Black Hole or two to put them down.

Once the charnel house portion of the action is over, grab the hearts and guns and be on your way. Exit the room to the right, and you enter the courtyard. Proceed through the door straight ahead of you and enter the Workshop.

Activate the radio that sits on the table. You've called in the *Santa Maria*. However, as soon as you do, a carload of goons comes screaming into the courtyard. Take a peek outside the Workshop and let loose a Black Hole directly at the car. If any soon-to-be dead bodies get left out of the vortex, put a few bullets in them.

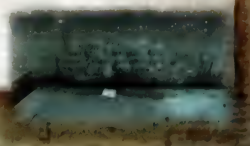


Exit the courtyard and follow the road down to the subway station.



COLLECTIBLES

061 Continue down this road for now. Go through the now open fence gate and enter the alley. Use the Demon Arm to move the dumpsters and grab Collectible #61.



Go back to the subway station and call Butcher. He should've just paged you a moment ago. Your work is done on Grinder's Lane.

A job's not worth doing unless you do it right. Paulie's a dead man unless he grows a beard and learns how to speak Swahili. Oh, he won't get that chance. Not for as long as I draw breath.

MISSION OVERVIEW

The SantaMaria is on her way in; you just have to meet it and pop the captain. Go to Pier 19, just like Butcher said, and put a bullet dead between his eyes.

HARDWARE

DUAL PISTOLS, COMBAT SHOTGUN, SUBMACHINE GUNS, TACTICAL RIFLE, AUTOMATIC RIFLE, RIOT SHOTGUN

DARKNESS POWERS

Creeping Dark, Demon Arm, Darkness Guns, Black Hole

OBJECTIVE

Kill the captain of the *Santa Maria*.

COLLECTIBLES

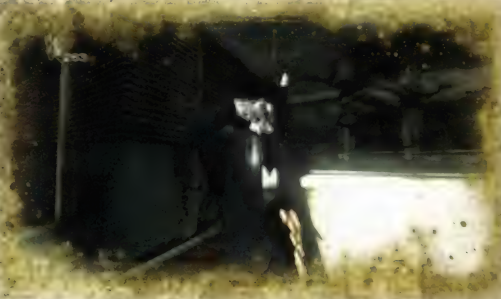
Collectibles #37, #86, #92, #94

DARKLINGS

THAR SHE BLOWS

Take the train to Canal Street station and return to the Lower East Side. Once you're outside, head straight down Thompson and turn left on Clark Street. It leads to the tunnel to Pier 19.

As soon as you exit the tunnel, hug the wall on the right. Unleash the Creeping Dark on the three jabber-jaw mobsters up the road. Run to the back of the car in front of you. Use your sharpshooter skills to pop the sniper on the catwalk above you. Shoot him before he shoots you, and you'll be in good shape.



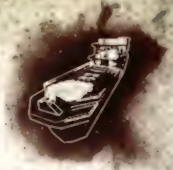
The Darkness loves this.

COLLECTIBLE

092 Move to the parking lot on your right and walk down the narrow alley that's connected to it. Collectible #92 is at the end. Return the way you came.

Hang a right and follow the road to the wharf. As you approach the boat at the end of the loading docks, you hear someone on a megaphone spot you. Duck behind the loading crane and unleash some Black Holes to clear the deck. Clean up the rest with a few well-placed shots.

Once it's clear, proceed up the ramp to the boat. As soon as you step foot on board, a siren triggers. The Love Boat this ain't. First, make your way to the front of the boat. There's only one sailor here. Show him how the world works and keep going.



COLLECTIBLE

094

Walk down the stairs to find Collectible #94 at the bottom.

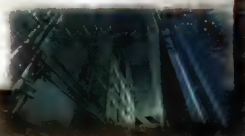
Return to where you entered the boat. At the ramp, open the door into the cargo hold. Three guys are gunning for you, but you've only got two words for them: "Black" and "Hole."

Go inside and down the stairs. Summon a Darkling at the bottom and open the door. In the next area, look down into the cargo hold and get rid of the men stationed down there. Climb down and walk through the first row of cargo boxes.

COLLECTIBLE

086

Use your Creeping Dark to slither up the space above the boxes to find Collectible #86.

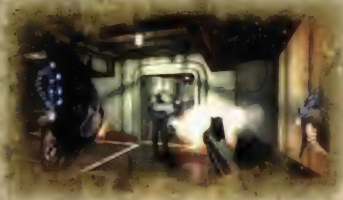


COLLECTIBLE

037 Continue to walk through the cargo boxes until you reach the very front of the boat. Collectible #37 lies on the ground.

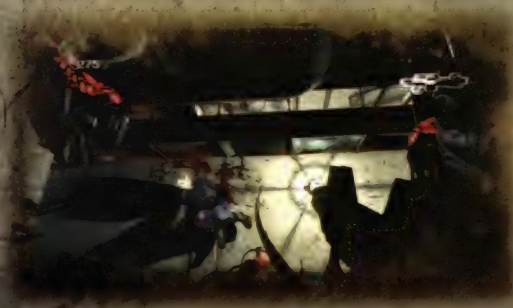
Go back to the ladder, but beware of the guy gunning for you from above. Handle him and climb the ladder. Follow the staircase up to the cargo hold. Climb the second staircase and make your way around the catwalk. Just before you get to the door, the catwalk breaks, sending you flying toward the lower level. Unleash the Demon Arm and stab the cargo to place them in the space where the catwalk gave way.

Now you can hop onto the cargo to get to the other side. Open the door that leads to outside the boat's second deck. Turn right and proceed up the stairs. There's a gunner up there, but he's easy pickings.



At the top, quickly turn to the right and gun down the shooter behind the barrels. Make your way over the barricade to the other door, open it, and unleash a Darkling.

Climb the stairs and handle the two goons at the top. Execution moves sound nice, don't they? Open the door and turn left. You're on the boat's top level and close to the captain. First, though, get rid of his gun-wielding mates. They are just around the corner.



Move ahead and walk down the stairs to your left. Turn the corner and enter the bridge. Play a quick game of rigged Russian Roulette with the captain. Here's a tip: all the chambers are loaded and he gets to go first.

Once he's dead and gone, get off the boat. As soon as you're off, Paulie's men pop out from behind a few cargo boxes. Make them come to you—use the base of the crane for cover and lure them by peeking out. Shower them with lead or Black Holes, whichever floats your boat, so to speak, and put them down for the count.

A rifleman is just past the cargo boxes. He's on the roof of the warehouse ahead of you. A single shot to the head should do nicely.

Make your way to the two nearest cars and look down the road. Paulie's got a roadblock waiting for you. Run to the building on your right and duck behind the corner. Use a Creeping Dark to take down as many goons as possible. Supplement that with your guns and a Black Hole or two.

CAR COVER

Use the Demon Arm to carry a car in front of you as a shield against the gunfire coming from the roadblock. Toss the car into the gangsters or plop down the car close to the roadblock to use as cover.

Once you've eliminated the roadblock, make your way back to the Lower East Side.

The Ninth Plague is Darkness

Now that Paulie's found out that the old crew's on my side, it's like some snake bit him on the heel. Next thing I know, I got Jimmy the Grape an' everybody, all holed up at my Aunt Sarah's place while Paulie's boys are crawling over them like stink on sewage. I guess maybe this is what I wanted all along: the opportunity to impress.

MISSION OVERVIEW

Your pager says, "Paulie has gone crazy. Under attack. Help us!! Sarah." You know what to do.

HARDWARE

DUAL PISTOLS, COMBAT SHOTGUN, SUBMACHINE GUNS, TACTICAL RIFLE, AUTOMATIC RIFLE, RIOT SHOTGUN

DARKNESS POWERS

Creeping Dark, Demon Arm, Darkness Guns, Black Hole

OBJECTIVE

Save Aunt Sarah.

COLLECTIBLES

None

DARKLINGS

ASSAULT ON APARTMENT X

Paulie has completely lost it. He'll pay for this, but first you have to save Sarah. Help her and the old timers fend off Paulie's men.

From the Pier 19 tunnel, turn left onto Clark Street. Follow it until you reach an alley to your right. Two wiseguys are inside the alley. Feeling upset about your aunt getting attacked? Take it out on them.

Continue down Clark, and more thugs come at you. Light them up with some Darkness and show them who rules the night. Hang a right on Thompson.

As you approach Aunt Sarah's place, you can see and hear Paulie's men firing at her apartment. Before you can enter her place and back her up, you have to take care of the gunmen that surround her. There's one near the subway station exit and three behind the car parked just outside her door.

Once you've cleaned the streets, go check on Aunt Sarah. As you enter, Jimmy the Grape hurries you in. Hit the bedroom to grab more ammo and get ready for war.

Once you enter the adjacent room, more of Paulie's men show up and start shooting. Here's a spot of bad news: The Darkness doesn't want you using its power here.

You know what? You don't need it. You're bad all on your own.

Help out one of the old timers. He's taken position by the windows. He's not a good shot, so you have to cover both sides of the room. Paulie's gang has taken cover behind both cars and the dumpster. Take aim and put them down.

Once you're done in the living room, go help out Aunt Sarah in the kitchen. Grab the rifle that's leaning by the kitchen counter and get to work covering the windows. After you're done in the kitchen, you have to go back to the living room to finish off the last round of Paulie's men.

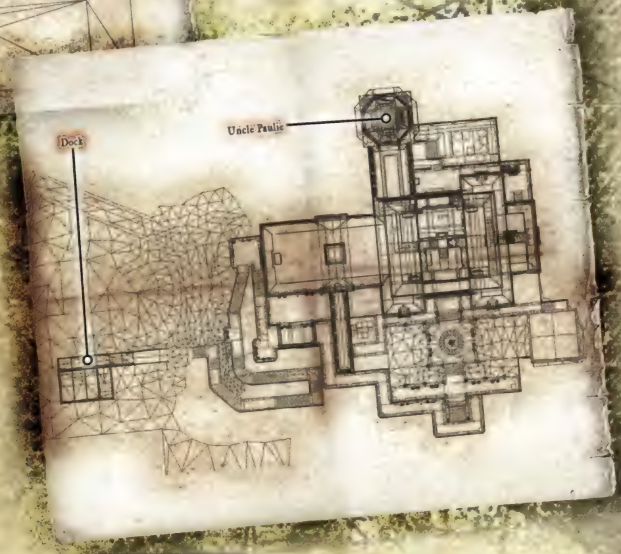
When the street war is over, Butcher tells you where Paulie is hiding. Before you leave to pay Paulie a visit, Jimmy the Grape makes you a startling offer. It's up to you whether you want that on your head.

It is so very tempting, though. Hmm.

End of story. Except I'm not the one linin' up for the last rites. It's my lovin' Uncle Paulie. He knows the end of the story as well as I do...but he don't like it as much. You know what I say to that? Forget 'im.

MISSION OVERVIEW

It's beyond heated now—you're in the middle of an open flame. It's time to douse the flame and end this war. There's a boat waiting for you at Pier 19. It'll take you to Paulie's mansion. Speak to the driver, Mario, who is waiting for you at the pier.



HARDWARE

DUAL PISTOLS, COMBAT SHOTGUN, SUBMACHINE GUNS, TACTICAL RIFLE, AUTOMATIC RIFLE, RIOT SHOTGUN

DARKNESS POWERS

Creeping Dark, Demon Arm, Darkness Guns, Black Hole

OBJECTIVE

Finish off Paulie.

COLLECTIBLES

None

DARKLINGS

PAYBACK IS A...

Exit Aunt Sarah's place and gather up all the guns lying on the ground. Head for Pier 19. It's time to deliver a house-warming gift for Uncle Paulie. It's a little late, but this is the kind of gift that's best served cold.

Take Thompson Street to the other side of town and hang a left on Clay Street. You should arrive at the tunnel to Pier 19 shortly. After the tunnel, follow the road to the wharf. There are four patrolmen at the wharf. They don't know who you are, but don't let that stop you from stealing their hearts. However, you can always leave them alone if you're feeling magnanimous.

Go up to the edge of the wharf and look for a motorboat. It pulls up to the dock. Climb inside and let Mario know that you're ready for a ride to your uncle's place.

Once you get off at the island, The Darkness mentions that the sun is going dark—guess who is super-powerful during a solar eclipse? Lights go out as you pass them and Darklings are automatically summoned from the portals.

Advance from your current position on the dock to the flight of stairs that lead to the top of the island. See those goons that are coming down to greet you? Show them what The Darkness can do when it's in full bloom.

Go up the stairs. The Darkness loves your revenge, but that doesn't matter. You're using it just as much as it's using you. Finish the job.

By the time you get to the top, you'll have faced down at least fifteen baddies with your guns and Darkness powers. Just before your final steps into Paulie's mansion, gather as many Darklings as you can.

Quickly move up the steps and send the Darklings forward. Use your guns to back them up. If you get severely hit, retreat back down the steps and recuperate. From your current position, you should be able to take out the spotlights that are aimed directly in front of the house. Eliminate the men that rush you and keep the Darklings coming.

You aren't even close to finished. Pick yourself up and climb the stairs. Bear left; you're headed for the atrium. Get to the edge of the house for cover and to reload your guns and summon more Darklings.

Peek around the corner and pop all the men coming through the front door. Keep at it until the men trickle to a stop. Get ready to advance to the front door. Wait—The Darkness takes control. It slaughters everyone on the first floor.

You don't regain control until you're on the second floor staircase. Goons start flooding toward you while The Darkness implores you to prove yourself with its powers.

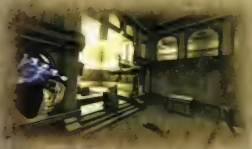
Do its bidding. Use a Black Hole to slaughter them, and then watch as The Darkness pitches in to help. You can fire your weapon, but why bother? The Darkness has been doing this for years.

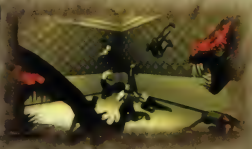
You're now outside the mansion, and again you must use your guns and Darklings to slaughter your enemies. As soon as they're down, The Darkness gives you a special treat. It manifests its full powers to down an airship.

Now do you understand the force you're trying to control?

Your next destination is the hallway. As soon as you have full control, shoot the guy right in front of you and take out the ceiling lamp. Peek around the corner and show the two goons why it isn't safe to use a couch for cover.

As soon as the furniture and the people hiding behind it are dead, The Darkness takes control and destroys an entire wall of the mansion.



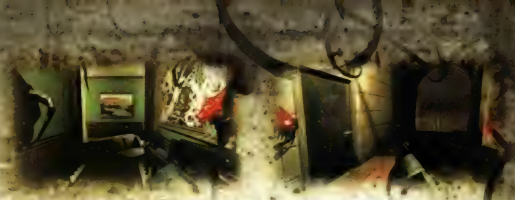


You're back on the second floor stairwell. Walk around the upper floor as you look down below for Paulie's men. They want your blood. Sucks to be them—you've got The Darkness on your side.

Once the first floor is clear, descend the stairs and turn left into the hallway. More men are just around the corner, ready for you to kill them. The Darkness again takes control, sending the mobsters to meet their maker.

You're dropped into a room with one of Paulie's men. He's begging for mercy. You can be merciful and let him slide...or you can be merciful and kill him. Your choice.

Follow the hallway as you advance. Go to the first floor lobby, up the stairs [bearing left], and straight through the double doors at the top. Follow this path past the couch. You can use the door on your right or your left, it doesn't matter.



You end up outside the lighthouse. Open the door and enter. As soon as you cross the threshold, Paulie starts yapping. Ignore him and climb the stairs. If you want a quicker trip, use the ladder, but just know that you'll miss some of Paulie's sermon.

There's no need to defend yourself—only Paulie is in here and he isn't shooting at you just yet. When you reach the top, exit the door to the outside railing and climb the stairs.

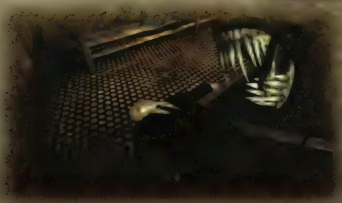
Be careful when you open the door to the light room. Paulie blasts at anything that comes through. Just peek in and plug him a few times with your gun. Your Darkness powers won't do any good.

Once he's properly wounded, he falls to the ground and begs for his life. The Darkness informs you that if Paulie dies by your hands, you belong to The Darkness...forever.

Paulie eventually starts shooting again. You have no choice but to avenge Jenny's death.

You can choose the method of execution. Either way, you finally see Jenny again...

"And that...was the end of the line."



MUSICIAN

OBJECTIVE: George Hadel is a simple street musician who is getting harassed by some lowlife named Compton Scarr. He won't let Hadel play his harmonica down in the subway unless he coughs up a couple hundred bucks. Find Scarr on the Canal Street subway platform standing near a column. Convince him that playing the harmonica should be free to do.

TALK TO:	George Hadel
WHERE:	Canal Street Station
WHEN:	Chapter 1
AWARD:	Collectible #39

LOOK FOR: Compton Scarr leaning against a pillar on the track platform in Canal Street Station. Tell him how you feel about listening to music. Once he hands over the harmonica, give it back to George Hadel, who gives you Collectible #39.

CUTRONE

OBJECTIVE: Dana Cutrone's jerk of a boyfriend, Joey Skelton, has locked her out of her apartment and she needs to get her key back. You'll find the apartment on Mulberry Alley in Chinatown, the one next to Jenny's apartment.

TALK TO:	Dana Cutrone
WHERE:	Canal Street Station
WHEN:	Chapters 3 and 5
AWARD:	Collectibles #4, #40, #90, and Lumberjack Outfit

LOOK FOR: Collectible #4 and the Lumberjack Outfit are inside the apartment. Collectible #90 is just outside the apartment building in a dark alcove. In return for giving the key to Dana, she gives you Collectible #40.

BRACELET

OBJECTIVE: Old lady Pulanski dropped her bracelet onto the subway tracks. She wants you to jump down and find it for her. Better a speeding train than a mugger any day, right?

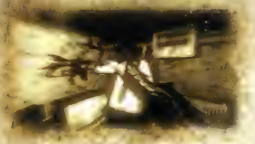
TALK TO:	Ingrid Pulanski
WHERE:	Fulton Street Station
WHEN:	Chapters 1, 3, and 5
AWARD:	Collectible #41

LOOK FOR: Pulanski's lost bracelet is below you on the train tracks. Avoid getting hit by the train and return it to her for Collectible #41.

MORTARELLO

OBJECTIVE: Vinny wants you to teach Paulie a lesson. Paulie's been tapping some west coast talent for family business. Send all five of 'em back to the left coast in a pine box or a number of small plastic bags, your choice.

TALK TO:	Vinny Mortarello
WHERE:	Fulton Street Station
WHEN:	Chapters 3 and 5
AWARD:	Collectible #43, Construction Outfit

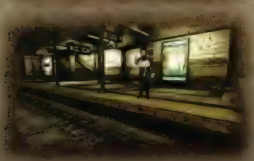


LOOK FOR: There's an open window in an apartment building across from Shrote's building. Use Creeping Dark to slither through the windowsill to take out the last of the five targets. The Construction Outfit is inside the room as well. After you complete all five hits, Vinny gives you Collectible #43.

DARE

OBJECTIVE: This tourist has challenged you to a sick game of chicken. Jump down and fetch the coins before the train hits you. Nice one, lady.

TALK TO:	Charlene Warburton
WHERE:	Fulton Street Station
WHEN:	Chapters 1, 3, and 5
AWARD:	Collectible #42



LOOK FOR: She tosses four coins onto the tracks. Hop down before she tosses them for a bit of extra time. Pass the challenge, and you receive Collectible #42.

HARMONICA

OBJECTIVE: Compton Scarr jacked Hadel's harmonica. Again. Hadel says he went to the Lower East Side. Help Scarr understand the meaning of the blues.

TALK TO:	George Hadel
WHERE:	Canal Street Station
WHEN:	Chapters 3 and 5
AWARD:	Collectible #45

LOOK FOR: Scarr is hanging out with his buddies on Waterfront Street on the Lower East Side. After you retrieve the stolen harmonica, take it back to Hadel for Collectible #45.

CUPS

OBJECTIVE: If you want to try your luck and win some money, Hellinger plays a game of Cups with anyone who challenges him.

TALK TO:	Lucas Hellinger
WHERE:	Canal Street Station
WHEN:	Chapters 3 and 5
AWARD:	Collectible #46

LOOK FOR: Find Hellinger after you complete the Whitefish objective. Terence Willis gives you advice on how to win Cups. You get Collectible #46 from Hellinger after you beat him at his own game.

DEVAL

OBJECTIVE: Mitch Deval is searching for his brother. He says he's hanging out at the City Hall Station. Wasn't that place closed down?

TALK TO:	Mitch Deval
WHERE:	Fulton Street Station
WHEN:	Chapters 3
AWARD:	Collectible #48

LOOK FOR: You encounter Deval's brother on your way to the Turkish Bath. When you come back from City Hall Station, let Mitch know you saw his brother. He gives you Collectible #48.

WHITEFISH

OBJECTIVE: Terence Willis wants you to take care of the gang of scumbags hanging out near Whitefish Pool Hall. You'll be doing the city a favor, kind of like taking out the trash.

TALK TO:	Terence Willis
WHERE:	Canal Street Station
WHEN:	Chapters 3 and 5
AWARD:	Collectibles #7 and #47

LOOK FOR: Collectible #7 is underneath a phone booth on Clark Street. Tell Terence the gang no longer exists to get Collectible #47.

HAZELGROVE

OBJECTIVE: Charlie Hazelgrove, the English soldier you met in the village, wants you to deliver a locket to his wife, Rosie Hazelgrove. You ain't a delivery boy, but he's a good bloke. Er, a good guy.

TALK TO:	Charlie Hazelgrove
WHERE:	Tunnel that leads to the trenches
WHEN:	Chapters 4
AWARD:	Collectible #49

LOOK FOR: Hazelgrove's wife is sitting on a bench in the Fulton Street Station. She gives you Collectible #49 after you give her Charlie's message.

MICKEY

OBJECTIVE: "Little Petey" Terrone wants you to deliver a message to Mickey Famiano. He'll be arriving at Canal Street Station on the A train. Look for the red hat.

TALK TO:	"Little Petey" Terrone
WHERE:	Fulton Street Station
WHEN:	Chapters 5
AWARD:	Collectible #50

LOOK FOR: Famiano is standing next to the vending machines on the train platform at Canal Street Station. Mickey gives you Collectible #50 after you relay the message.

TENANT

OBJECTIVE: Alfred Blackmoore, a landlord here in town, is having some tenant trouble. Remember Dana Cutrone? She's short on her rent. Alfred wants you to make her want to pay.

TALK TO:	Alfred Blackmoore
WHERE:	Canal Street Station
WHEN:	Chapters 5
AWARD:	Collectible #52

LOOK FOR: Find Dana Cutrone in the apartment that you so generously opened up for her in an earlier side mission.

NOSES

OBJECTIVE: Frankie "Noses" Tieri is about to run a couple kilos of Paulie's junk through town to his drop point. Switch his suitcase with the one Scardina gave you and bring it back.

TALK TO:	Enzo Scardina
WHERE:	Canal Street Station
WHEN:	Chapters 5
AWARD:	Collectible #51

LOOK FOR: Noses is looking at an information booth on the platform tracks at Fulton Street Station.

PAJAMAS

OBJECTIVE: The cops are keeping Pete "Pajamas" in a room with the number 261. He needs to be shut up before he leaks some vital info to the wrong people. Grab Pete's list of rats when he's dead and give it to Jimmy.

TALK TO:	Jimmy the Grape
WHERE:	Canal Street Station
WHEN:	Chapters 3 and 5
AWARD:	Fireman Outfit

LOOK FOR: Pete's in a nondescript apartment building down Grinder's Lane. It has a small parking lot outside. Watch for Pete's police escort guarding him inside room 261. Break in, handle your business, and grab the Fireman Outfit off the wall. Return the list of rats to Jimmy the Grape.

Multiplayer

The Darkness offers four kinds of multiplayer matches: Deathmatch, Team Deathmatch, Capture the Flag, and Survivor. Additionally, players can take the form of a darkling, a human, or a shapeshifter. Up to eight players can take to the field, in teams or alone, to determine who reigns supreme.

You don't actually play as Jackie during multiplayer. Instead, you choose between character models for both humans and darklings.

GAME TYPES

DEATHMATCH AND TEAM DEATHMATCH

Deathmatch and Team Deathmatch are similar in concept. In both modes, you can choose to be shapeshifters, darklings, or humans.

Deathmatch is an anything goes battle to the bitter end. The only way to score is to kill an opponent. In the case of Deathmatch, each player is a target—if it moves, kill it.

In Team Deathmatch, as the name implies, you try to kill only those characters that are not on your team. Other than that, it's business as usual—shoot to kill.

CAPTURE THE FLAG

Capture the Flag is a time-proven multiplayer mode. There are two teams, red and blue, and two bases. The red team must infiltrate the blue base, grab the blue flag, and return it to their own flag within their own base in order to score a point. The blue team attempts to do the same with the red team's flag.

It is a constant tug of war, as players must switch from offense to defense and back again within a single round. Knowing the quickest routes between bases, as well as the locations of power-ups can give a player the upper hand in the race for the flag.

Shapeshifters, darklings, and humans can all play Capture the Flag. However, *The Darkness* also offers a new variation on Capture the Flag in the form of DvH [Darklings versus Humans]. In this case, each team is comprised of either darklings or humans. While this makes it easier to tell teammates from opponents, each side has pros and cons that can affect the outcome of the match.

SURVIVOR

Imagine a world where you're the only human left in a world of darklings. Or, if you prefer, the only darkling in a world of humans.

This is the basis behind the Survivor game mode. You can choose between Survivor and Last Human variations. In Survivor, all characters start as human except for one darkling character. When the darkling kills a human, that human turns into a darkling and can hunt humans. In Last Human mode, it's one human against a number of darklings. Each dead darkling respawns as a human.

CHARACTERS

DARKLINGS

Darklings are the same creatures you grew to love during the single-player portion of *The Darkness*. This time, though, you control them yourself. Darklings are faster and stronger than baseline humans—a swipe of a darkling's arm can drain half the health from a newly spawned warrior. But they take greater damage when they're attacked. Their increased jumping ability and movement speed is a great asset, but they must be careful to avoid getting hit. Darklings cannot wear shields, though they can pick them up for their human host.

HUMANS

Humans play similarly to Jackie Estacado in the single-player campaign. They can equip any of the game's weapons, wear shields, and zoom in while aiming. Their walking speed is nowhere near as fast as that of the darklings, nor can they jump as far or as high. But they're much better at taking damage and can fire on enemies from far away.

SHAPESHIFTERS

Shapeshifters can switch between human and darkling forms on the fly. Players perform this feat by pressing the Left Bumper on Xbox 360 or L1 on the PS3. A character can switch form only when he or she is not occupied with certain actions. If you're reloading, you cannot change. However, you can change in mid-jump, allowing you to take darkling form, jump 20 feet, switch back to human form in midair, and come down blazing.

POWER-UPS

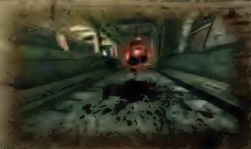
Beyond weapon and ammo pickups, multiplayer games feature four key power-up items. Three help sustain your life, while the Damage power-up can turn the tide in a battle. Note the locations of these power-ups in each multiplayer map.

HEALTH

Is your character's health in dire jeopardy? Look for the hearts to regain valuable health, especially after a grueling match-up with a foe.

DOUBLE HEALTH

Obtain one of these to double your health beyond 100 points. Unfortunately, there's a time limit to your über health tally; the countdown back to the normal 100-health limit starts immediately.



SHIELD

The Shield acts like body armor, repelling attacks from both humans and darklings. It can absorb 100 hit points worth of damage before it disappears.

DARKNESS DAMAGE

Picking up Darkness Damage gives you a decided advantage on the battlefield—it doubles the damage you inflict with each attack. The effect of the Darkness Damage power-up lasts for only 15 seconds, so use it wisely. Players can also pick up Darkness Damage power from the spot where they die, but the 15-second countdown doesn't start over from the top. For maximum effectiveness, use Darkness Damage in human form—bullets have longer range than a darkling's swat.

GETTING STARTED

The main Multiplayer menu features seven options. In order, from top to bottom, they are: Quick Player Match, Custom Player Match, Quick Ranked Match, Custom Ranked Match, System Link, Setup Character, and Leaderboards.

PLAYER MATCHES

Quick and Custom Player matches are multiplayer games in their most basic form. There is no ranking system in place in these games, so players can battle without worrying about how they look to their friends.

Quick Match enables you to find a random, unranked match. Custom lets you set parameters before you search for a map, or even create the game yourself.

Each game type is available in this mode, and there is the added bonus of an Advanced Settings menu. This menu allows the game's host to set a number of reserved private slots and maximum players for the server, adjust auto-balance, score, and time limits, and map cycling. In addition, the host can toggle friendly fire, auto aim, the ability to join a game in progress, and certain weapon types on or off.

RANKED MATCHES

Quick and Custom Ranked matches are almost identical to Player matches. However, these matches count toward leaderboard rankings. In short, these are the big leagues where the best of the best come to show off.

The Advanced Settings menu is unavailable in these game types, because altering any of those values could unfairly tilt the game in favor of one team or another. You're playing with the defaults here.

Once again, Quick Ranked Match sets you up with a random, ranked match. If you'd rather compete in a certain game type or map, choose Custom Ranked Match.

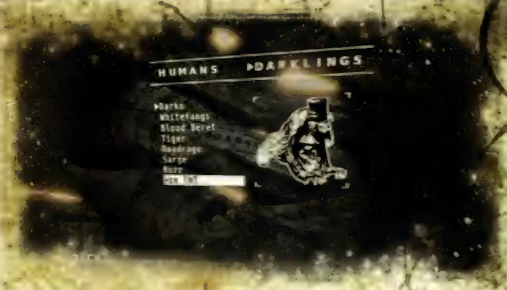
SYSTEM LINK

System Link matches take place on your local area network rather than on the Internet. You can plug a number of game consoles into a router or hub in order to create a network.

Once they're connected, System Link games work in a similar fashion to Quick and Custom games. You can view available servers, or, if you so choose, create a new server. From there, creating a game is performed the same as in the Player Matches section.

SETUP CHARACTER

This menu is the place to configure your custom multiplayer model. You can select your darkling or human model from a variety of options and add personal touches to ensure your foe recognizes you when you're up close and in his face.



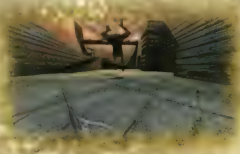
LEADERBOARDS

Leaderboards show how players from Ranked matches stack up. You can view the finest players in each game type. You can even locate your own ranking on this list with the press of a button.

GENERAL TIPS

DARKLINGS

- Darklings are fast and can cover more ground than humans within a given time span.
- Landing a Jump attack on a human head results in an instant kill.

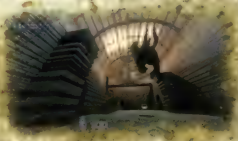


HUMANS

- Be sure to use crouch and jump to confuse enemies when you're on the defensive.

SHAPESHIFTERS

- To confuse an opponent, jump at them as a darkling and then quickly transform into a human in midair to land with your weapon drawn in his face.



- Instead of jumping on individual boxes to reach the top of a stack, turn into a darkling to make one giant leap.

DEVELOPER TIPS BY DON JBERN

When you win a one-on-one battle, find health to get back to 100% before continuing to fight others.

If you see others in a battle, stand back and shoot at them.

If a darkling jumps and tries to attack you while you are a human, shape-shift into a darkling, back up, simultaneously swipe to kill the attacking darkling in midair.

The strongest weapons are the Riot Shotgun and the six-shooter revolver.

Learn how to "bait" the opponent. If you're stuck in a human vs. human shootout, run around a corner, do a 180-degree turn, and immediately shape-shift into a darkling. Jump and slash at the human when you think your opponent is about to come around the corner.

In a CTF human vs. darkling match-up, a good way to keep the humans from recapturing their flag after your team has taken it is to have the darkling with the flag take up a position on the ceiling while he waits for his teammates to find and return his team's flag.

DEVELOPER TIPS BY JASON FERREROS

Zooming in while firing adds damage.

If you're low on health, shape-shift into a darkling for a great escape.

Pistols are good for both long and short range because they are accurate and hold 20 rounds each.

Aim for darklings while they're in the air—they're more vulnerable in the air than they are on the ground.

Armor is good for humans but it's useless for darklings.

In team-based matches, have darklings and humans stick together, as both offer different strengths, which complement each other to make a great combination.

The darkling Jump attack does not inflict damage to other darklings.

DEVELOPER TIPS BY MICHAEL CASEY

Each map has many shortcuts that are not obvious at first glance. They can lead to quick escapes for both humans and darklings. Explore these shortcuts, as they can save your life or even win a CTF match in the clutch.

The Tactical Rifle is more powerful and accurate than the Automatic Rifle and Submachine Gun.

The Combat Shotgun has more range than the Riot Shotgun, but both are very powerful at close range.

DM_ARENA

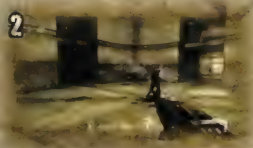
BASICS

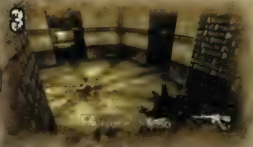
DM Arena is perfect for fast-paced gladiatorial combat. The open area has four sides, eight entrances [four on top, four on bottom], and a Darkness Damage. The upper level has four stairways. Finding a corner where you can camp and not be seen just isn't possible. The Darkness Damage provides an easy target for players—you can go after it to get a leg up on the next man, but you'll be open to fire from everyone else at the same time.

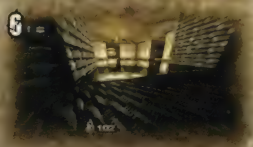
TIPS

Dark corners make great cover for darklings.

This map is well suited for hit-and-run tactics—strike fast and then escape immediately.







DM_DEATH

BASICS

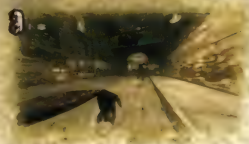
DM Death is well suited to a fast-paced deathmatch. Most of the hallways are cramped and tight, making it easy to catch someone in a trap. Smart players can exploit the open alleyway and slightly less open rooms to gain the attention of foes and lure them into a tight hallway with little room to maneuver. Switching to a darkling and leaping at humans in these hallways is another good tactic.

TIPS

As a darkling, run laps around the center, and enter the many entry points to control the area.

A good vantage point on higher ground is where the Shield and Health are located.

The shaft beneath the stairs is an easy escape route for darklings.



DM_FAMINE

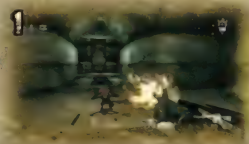
BASICS

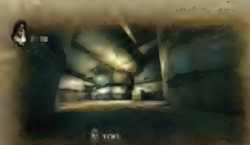
DM Famine takes the form of a pyramid: a wide base with a skinny top. You can find an Automatic Rifle and Revolver at the top, along with a Shield and Double Health. Note that you can easily access the lowest level from the very top. You land next to a Tactical Rifle. A Shield and a Darkness Damage are on either side of this long, open hallway. Controlling this area can only lead to good things.

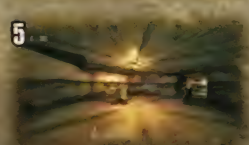
TIPS

Because the Darkness Damage power-up isn't in an open area, stand next to it. As soon as an opponent is in view, grab it and chase him down.

All three levels are easily accessible for darkling jumpers.







DM WAR

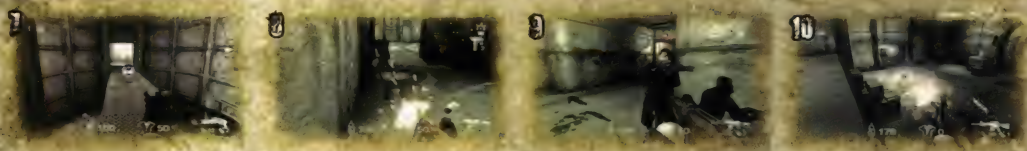
BASICS

DM War is like something out of an M.C. Escher painting. One wide-open area connects to a number of twisting and turning hallways. You can enter certain rooms and leave through one of three entirely different exits. Don't be afraid to lead people on a merry chase, because the blind corners and curved pathways make it easy for you to stop and go, often catching someone by surprise.

TIPS

Sharp corners present great ambush opportunities—crouch in a corner and wait for someone to pass by your position.

Wait below the Darkness Damage power-up to spring a surprise ambush.



CTF ASYLUM

BASICS

CTF Asylum is practically the perfect stage to play as a darkling. The halls are spacious, the central area even more so, making it an excellent choice to move around as a darkling. If you get into a heavy firefight, switch to a darkling and start leaping like mad. You'll be able to make a rapid escape and get to safety quickly. For humans, leading darkling players into the skinny stairwells and hallways down below is a good way to score a kill.

TIPS

Humans are easy targets on the curved staircase—darkling players should run up and down them.

If you see someone entering the doorway, fire at him to get his attention, and then ambush him when he turns around and comes out.

CTF_BATH

BASICS

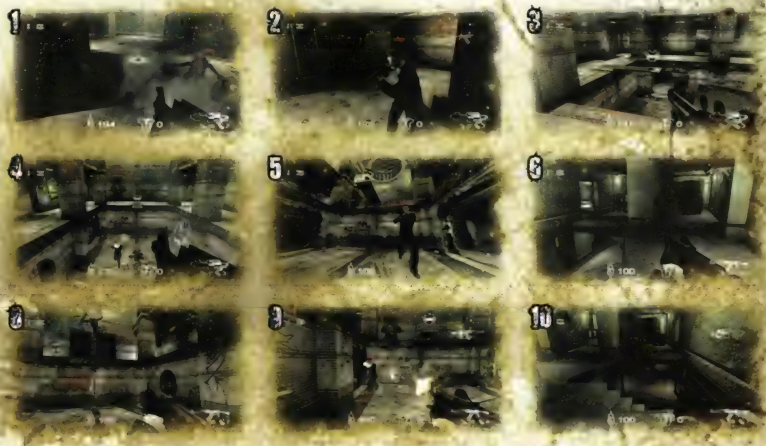
CTF Bath is another twisty, curvy map. Making it from base to base is an experience, but there are enough pathways to make it interesting. CTF Bath lends itself to madcap dashes through enemy territory, as a few careful turns can lose the enemy with ease. Of course, less-than-careful turns can send you right back into the frying pan. Distracting enemies is a good idea, so bring along a buddy for cover. Passing the large, open bath area is a risky venture—backup helps.

TIPS

Because both flags are right next to each other, set up spots to defend your flag while you try to keep enemies away from their flag.

Darklings should take advantage of the platforms overlooking the bath.

There are plenty of dark corners in which to hide on the lower level.



CTF_SUB

BASICS

CTF Sub takes place in the Canal Street station. This time, it's been fortified and locked down. No subway cars pass through, so death is strictly player-inflicted. There are two entrances to each opposing base and a wide-open area between the two of them. Sneaking into an enemy base is a tall order, so you'll probably resort to going in guns blazing. There's a Darkness Damage power-up between the two bases, making that central strip of land the most valuable territory on the map.

TIPS

To remain undetected, travel along the tracks as a darkling.

Hearts are conveniently lined up along the track for quick and easy pick up by a darkling.

Control the center of the subway, and your base will be impenetrable.

CTF_BARREL

BASICS

CTF Barrel is practically an anthill. There are tons of tiny pathways and jumps that only a darkling can manage. Skilled players can hit their enemies and disappear with no problem at all. Defending your flag is tricky, because there are three tunnels, a set of wide stairs, and an upper entrance to worry about. On the other hand, capturing an enemy's flag can't be that hard at all, can it?

TIPS

The hanging platform provides a 360-degree vantage point of the central area.

Take control of the tunnel systems with darklings.

With many access points to the flags, attack all paths to the opponent's base camp.

INTRODUCTION

You've exacted revenge on Uncle Paulie. You got to see Jenny one last time. Now, you only answer to The Darkness.

This has been an insane adventure, but you're definitely not done with the game. You still have a ton of hidden Collectibles to find, secret phone numbers to dial, and particular actions to perform to unlock special rewards and achievements. Your love/hate relationship with The Darkness has only just begun.

100 COLLECTIBLES

Sure, big city streets are always littered with garbage. But, in the New York of *The Darkness*, what may look like trash may actually be valuable bonuses. Throughout the game, there are pieces of paper scattered on the ground in dark corners, below objects, and given to you as tokens of appreciation. Once you collect them—in the form of either a phone number or a letter—dial the number on the phone or mail the letter at the nearest mailbox. Accumulating all 100 of these hard-to-find Collectibles helps net you 100% completion in th single-player game.

Collectibles

Note: The initials "LES" stand for Lower East Side.

#	MENTIONED IN	AREA	LOCATION
1	Chapter 1	Construction site	In the next room from the car crash
2	Chapter 1	Cemetery	In the garage outside the cemetery
3	Chapter 1	Canal station	On track platform
4	Side Objectives	Cutrone objective	In Cutrone's apartment
5	Chapter 1	Chinatown	Harcourt Street, next to the dumpster
6	Chapter 1	Chinatown	Supply closest in Green Olive Grove restaurant
7	Side Objectives	Whitefish objective	Under the phone booth on Clark Street
8	Chapter 1	Lower East Side	Outside Pool Hall
9	Chapter 1	Lower East Side	Next to table where Roach is sitting
10	Chapter 1	Fulton station	Next to the train tracks near break dancers
11	Chapter 1	Grinder's Lane	Inside abattoir, room across cafeteria
12	Chapter 1	St Mary's Orphanage	End of road, underneath walk ramp
13	Chapter 2	Trenches	Down the hatch in secret area
14	Chapter 2	Trenches	Above the trenches near binoculars
15	Chapter 2	Allied bunker	Next to harmonica player
16	Chapter 2	Village	In bombed-out building next to church
17	Chapter 2	Sewers	Right of the "Pumpe" door, jump down
18	Chapter 2	Sewers	Top level after several flights of stairs
19	Chapter 3	Canal station	Behind information booth at LES exit
20	Chapter 3	Lower East Side	Inside Aunt Sarah's bedroom
21	Chapter 3	Gun Hill	Inside Shrote's apartment on the bookshelf in the den
22	Chapter 3	City Hall station	Inside the train car
23	Chapter 3	City Hall station	Bathroom, last stall
24	Chapter 3	Turkish Baths	Inside room with the briefcase
25	Chapter 3	Turkish Baths	In the sauna, next to the showers
26	Chapter 2	Cannon	Left side of cannon, top of the train
27	Chapter 2	Cannon	By the huge gates
28	Chapter 2	Village	On the way to the sewers
29	Chapter 1	Church	Electric room
30	Chapter 3	City Hall station	On scaffold where ambush takes place
31	Chapter 4	Cannon cache	Transport room, top of the catwalk
32	Chapter 4	Cannon	Just before castle entrance, next to right path light
33	Chapter 4	Castle	Inside first room on top of dirt mound
34	Chapter 1	Canal station	On bench behind phone
35	Chapter 1	Lower East Side	Pool Alley parking lot, on cargo box
36	Chapter 1	Grinder's Lane	Last room in hallway, through the vent
37	Chapter 5	Pier 19	Lower cargo hold in furthest away
38	Chapter 2	Trenches	On tunnel ledge outside middle bunker
39	Side Objectives	Musician objective	Upon completion
40	Side Objectives	Cutrone objective	Upon completion
41	Side Objectives	Bracelet objective	Upon completion
42	Side Objectives	Dare objective	Upon completion
43	Side Objectives	Mortarello objective	Upon completion
44	Chapter 1	Chinatown	Save Pete Chen's life outside Jenny's apartment
45	Side Objectives	Harmonica objective	Upon completion
46	Side Objectives	Cups objective	Upon completion
47	Side Objectives	Whitefish objective	Upon completion
48	Side Objectives	Deval objective	Upon completion
49	Side Objectives	Hazelgrove objective	Upon completion
50	Side Objectives	Mickey objective	Upon completion
51	Side Objectives	Noses objective	Upon completion

#	MENTIONED IN	AREA	LOCATION
52	Side Objectives	Tenant objective	Upon completion
53	Chapter 1	Chinatown	George Street, in small alcove
54	Chapter 1	Lower East Side	Top of cargo box in Whitefish Alley
55	Chapter 1	Lower East Side	Small space in alley beyond wall grate
56	Chapter 3	Lower East Side	End of Raspberry Street in the dark space
57	Chapter 1	Lower East Side	Kitchen in Dutch Oven Harry's apartment
58	Chapter 1	Lower East Side	Staircase at Dutch Oven Harry's apartment
59	Chapter 1	Lower East Side	Next to Dutch Oven Harry's body
60	Chapter 1	Grinder's Lane	In the "house bridge" above subway stairs
61	Chapter 5	Grinder's Lane	Alley behind the abattoir
62	Chapter 1	Grinder's Lane	On outside roof above entrance to freezer
63	Chapter 2	Trenches	In front of the Pestilence image on the hill
64	Chapter 4	Sewers	End of pipe before reentering village
65	Chapter 2	Village	Access area from river near the ladder
66	Chapter 2	Village	In shack next to trench entrance
67	Chapter 2	Sewers	Bottom level underneath one of the pumps
68	Chapter 2	Cannon	Beneath catwalk in small room on first floor
69	Chapter 3	Gun Hill	Top of little roof by phone, just as you enter area
70	Chapter 3	Gun Hill	Police HQ rooftop near helicopter
71	Chapter 3	Gun Hill	Outside Shrote's apartment on the ledge
72	Chapter 3	City Hall station	At the bottom of stairs in tunnel
73	Chapter 3	City Hall station	Top of light fixture in tunnel
74	Chapter 3	Turkish Baths	On dead-end path next to gate
75	Chapter 3	Turkish Baths	On scaffold in main bath area
76	Chapter 4	Cannon	Underneath cannon tracks
77	Chapter 4	Cannon	Path to castle, next to left path light
78	Chapter 4	German bunker	End of pipe, next to ladder
79	Chapter 2	Hills	In the fireplace of burned-out house
80	Chapter 2	Hills	In the trench on the hill
81	Chapter 3	City Hall station	Room where cult leader Deval is
82	Chapter 3	Turkish Baths	End of hallway near briefcase room
83	Chapter 4	Cannon cache	Adjacent room after defeating creature
84	Chapter 4	Castle	Inside Darkness chamber, other side of room gate
85	Chapter 3	Pier 19	After kicking the mobster down into the water
86	Chapter 5	Pier 19	On the boat, top of cargo boxes in lower cargo hold
87	Chapter 2	Village	On platform in cavern that is entrance to the Hills
88	Chapter 1	Canal station	On train tracks
89	Chapter 1	Construction site	Second lift, second level
90	Side Objectives	Cutrone objective	Outside Cutrone's apartment building
91	Chapter 1	Chinatown	Near phone booth, corner of Lester & Victoria
92	Chapter 5	Pier 19	Narrow alley in parking lot outside of tunnel
93	Chapter 3	Pier 19	Under the cargo crates
94	Chapter 5	Pier 19	Front of the boat
95	Chapter 1	Fulton station	Men's bathroom, last stall
96	Chapter 3	Fulton station	By closed-off railway
97	Chapter 1	LES Hunters Pt Alley	In the "yellow face" room
98	Chapter 1	St Mary's Orphanage	Outside on 2nd floor balcony
99	Chapter 1	St Mary's Orphanage	Third floor, bombed-out room
100	Chapter 1	St. Mary's Orphanage.	First floor next to the desk

DARKLING OUTFITS

Even Darklings can make a fashion statement. Support your mini minions with an ensemble fit for murderous monsters by collecting these fun and colorful outfits.

OUTFIT	MENTIONED IN	AREA	LOCATION
Potato Sack	Chapter 1	Chinatown	Sitting against alley wall near metro exit
Jungle	Chapter 1	Hunters Point Alley	Inside hidden room
Roadworker	Chapter 3	City Hall station	Inside train car
Lumberjack	Side Objectives	Cutrone objective	Inside Cutrone's apartment
Fireman	Side Objectives	Pajamas objective	Inside room 261
Construction	Side Objectives	Mortarello objective	Inside room of last mission
Baseball	N/A	Dial: 555-4263	
Golfshirt	N/A	Dial: 555-5664	

PHONE NUMBERS

Dialing 'D' for Darkness isn't the only number to punch on a telephone. Sure, you've called every number you've found on those hard-to-get Collectibles, but you certainly haven't found *all* of the phone numbers. Pay close to attention to the environment as you hunt down Uncle Paulie. Chances are, you've overlooked a phone number or two without even knowing it as you ripped out a goon's heart. All 25 'secret' phone numbers are scattered throughout New York and can be seen on anywhere from flyers and storefronts to garbage cans and posters. Dial 18 of the 25 numbers on a phone—in no specific order—to unlock the final secret of the game.

555-6118
555-1847
555-6667
555-4569
555-9985
555-1037
555-1206
555-9528
555-3285
555-5723
555-8024
555-6322
555-9132
555-6893
555-2402
555-6557
555-2309
555-4372
555-9723
555-5289
555-6205
555-7658
555-1233
555-3947
555-9562
555-7934
555-7892
555-8930
555-3243
555-3840
555-2349
555-6325
555-4565
555-9898
555-7613
555-6969

ACHIEVEMENTS/ACCOMPLISHMENTS

No matter which game console you use to play *The Darkness*, you can expect a plethora of unlockable rewards and achievements upon completing certain tasks. Some are automatic, like performing an 'execution move' for the first time, while others are nearly impossible, such as finding 18 secret phone numbers. But after you accomplish each challenge, your value in *The Darkness* certainly rises beyond the game.

ACHIEVEMENTS WITH A CAPITAL A

Although the PlayStation 3 and Xbox 360 unlockable lists are the same, the Xbox 360 version rewards points for its Achievements.

GENERAL AWARDS

BEGINNINGS: 25
Complete the first part of the game.

INTO THE DARK: 50
Complete the second part of the game.

HAPPY BIRTHDAY: 25
Acquire Creeping Dark.

NO MAN'S LAND: 25
Acquire Demon Arm.

HILLS: 25
Acquire Darkness Guns.

CRAZY FOR YOU: 25
Acquire Black Hole.

DARKLING MASTER: 15
Collect all Darkling types.

ONE WITH THE DARK: 25
Achieve maximum Darkness level.

ANTI HERO: 25
Complete the game on Normal difficulty.

LEGENDARY DARK: 55
Complete the game on Hard difficulty.

ROADKILL: 10
Kill the workers in the tunnel.

GHANDI: 10
Explore Dutch Oven Harry's club without resorting to violence.

ROMANTIC: 10
Spend quality time with Jenny in her Chinatown apartment.

HEART OF GOLD: 50
Complete all sub-missions.

GUNSLINGER: 25
Kill seven enemies in 15 seconds.

ANTI AIR: 25
Take out the Turkish Baths helicopter.

TAKE A LOOK AT THE SKY: 10
Take down six airplanes.

KEEPER OF SECRETS: 10
Call 18 secret numbers.

KNUCKLE, MEET FACE: 5
Perform a melee kill for the first time.

UP CLOSE AND PERSONAL: 5
Perform an execution kill for the first time.

EXECUTIONER: 10
Perform 25 execution kills.

LEGENDARY EXECUTIONER: 25
Perform 50 execution kills.

PICKING UP STUFF: 5
Unlock a collectible for the first time.

GATHERER: 5
Unlock 25 collectibles.

THE COLLECTOR: 10
Unlock 50 collectibles.

THE OBESESSIVE COLLECTOR: 15
Unlock 75 collectibles.

COMPLETIONIST: 25
Unlock 100 collectibles.

DARKNESS AWARDS

CANNIBAL: 25
Devour 300 enemies.

ROGUE KILLER: 15
Kill 15 enemies using Creeping Dark.

VOID BRINGER: 15
Kill 20 enemies using Black Hole.

GUNNER: 15
Kill 30 enemies using Darkness Guns.

RIPPER: 15
Kill 30 enemies using Demon Arm.

FASHIONABLE: 25
Collect all the Darkling outfits.

SUMMONER: 5
Spawn five Darklings.

LEGENDARY SUMMONER: 25
Spawn 50 Darklings.

BRINGING PEOPLE TOGETHER: 5
Trap five enemies within the Black Hole at the same time.

DARKNESS MASTER: 100
Master all Darkness powers:
Kill 30 enemies using Creeping Dark.
Kill 40 enemes using Black Hole.
Kill 60 enemies using Darkness Guns.
Kill 60 enemies using Demon Arm.
Spawn 50 Darklings.

MULTIPLAYER AWARDS

PATRIOT: 5
Capture the flag in a Capture the Flag game.

FLAG RUNNER: 5
Capture 20 flags in a Capture the Flag game.

FLAG OWNER: 10
Capture 50 flags in a Capture the Flag game.

HARD TO KILL: 5
Get over 600 damage in multiplayer without dying.

MURDERER: 5
Kill enough players to achieve a Killing Streak within a multiplayer match.

BUTCHER: 25
Claim 20 Killing Streaks in multiplayer.

HOODLUM: 5
Be on the winning side in a multiplayer match in any of the multiplayer modes.

MOOK: 5
Be on the winning side in five multiplayer matches.

HENCHMAN: 15
Be on the winning side in 20 multiplayer matches.

CONTRACT KILLER: 25
Be on the winning side in 50 multiplayer matches.

MADE MAN: 35
Be on the winning side in 100 multiplayer matches.

THE DON: 45
Be on the winning side in 250 multiplayer matches.

BULLET DODGER: 20
Finish a multiplayer match with less than five deaths [minimum of four players].

THE COMIC BOOK SERIES

THE DARK AGES

The Darkness video game is a faithful retelling of the hit comic book series, with alterations made where appropriate to fit the evolution of the story or game play. The main characters and general story of the game will be familiar to fans of the graphic novels, but there are a few differences between the two.

JACKIE AND THE DARKNESS

Jackie Estacado and The Darkness are essentially the same. Their contentious relationship shines through in both the game and the comic. It is clearly illustrated in the comic, however, by the fact that the Darklings are more than willing to go against Jackie's orders. They have deserted him and sabotaged his life more than once.

Jackie is also celibate, because, if he impregnates any woman, The Darkness will kill him so that it can be passed down onto his son. For a freewheeling, live life to the fullest type of person, such as Jackie, this is akin to torture.

RELATIONSHIPS

The past of The Darkness is hinted at in the game, but there is a rich tapestry that is revealed only in the comics. The Darkness is closely related to a few other denizens of the Top Cow universe, among them The Angelus, an agent of light, The Magdalena, and the Witchblade.

The Angelus is the ultimate enemy of The Darkness. It possesses women, as opposed to men, and uses a number of minions to accomplish her goal: the destruction of Jackie Estacado. The Angelus is the opposing number to The Darkness, and represents the light rather than the dark.

The Magdalena is a descendent of Mary Magdalene. She started out as an enemy of The Darkness, but they eventually joined forces to battle The Angelus. She fights against the forces of darkness and evil with the Spear of Destiny, also known as the Lance of Longinus. There is one Magdalena per generation, and she is a special agent of the Roman Catholic Church.

The Witchblade is the offspring of The Darkness and The Angelus. The light and the dark are balanced with the Witchblade. In addition, the Witchblade itself is male in nature, so it must have a female host. Like The Darkness, the Witchblade is a symbiotic entity and has had a number of hosts throughout the centuries. Until recently, the Witchblade was wielded by Sara Pezzini, a New York cop. She and Jackie have had more than one run-in.

READING MATERIAL

The Darkness series was started in 1996 by Garth Ennis, Marc Silvestri, and David Wohl. Since then, it's been written and drawn by a number of award-winning creators, including Dale Keown, Paul Jenkins, Brian Denham, David Lapham, Ron Marz, and Steve Niles. There is also a novel based on *The Darkness*, written by Kerri Hawkins.

If you're interested in finding out more about *The Darkness*, or reading the first issue, visit www.TopCow.com. If you'd like to purchase Top Cow comics, call 1-888-COMIC-BOOK [1-888-266-4226] to find a local comic book retailer.

FOREWORD
CHARACTER
PROFILES
Jackie Estacado
Jenny Romano
Michael Dante
Captain Spirate
The Darkness
THE DARK ONE
CONTROLS
WALKTHROUGH
CHAPTER 1
Shadow Boy
CHAPTER 2
The Darkness Revealed
Jackie Becomes Judas
Underground
Can't Live Without Him
Meet Butcher
I Like Kites
Treehouse
Buzz Ends
CHAPTER 3
Pocholos
Smoke & Mirrors
Horse
Q and A
Cruciform
Cannonfire
CHAPTER 4
Back-in-Action
Chase Scene
Bomb Threat
Setup for a Setup
The Big Payback
CHAPTER 5
Land of Your Fathers
Arm Thyself
Bunker Buster
Pax et Nox
CHAPTER 6
Full of Grace
Immaculate Deception
The Ninth Plague is Darkness
Hell and Followed with Him
SIDE OBJECTIVES
MULTIPLAYER
EXTRAS

The Darkness

Written by Lindsay Young and David Brothers

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Enter the Heart of the Darkness

On his 21st birthday, the awesome and terrible powers of the Darkness awaken within Jackie Estacado, a mafia hit man for the Franchetti crime family, helmed by his vicious "Uncle" Paulie. In this essential guide, we show you how to master the chaotic powers of the Darkness, assert control of the Franchetti family, and claim revenge on Paulie for his betrayal!

DETAILED MAPS

Maps of each area pinpoint critical items and locations throughout the game!

COMPLETE WALKTHROUGH

We lead you through all five chapters of the game from start to finish! Quick lists provide the objectives, weapons, Darklings, and Darkness powers that apply to each level!

FIND EVERY COLLECTIBLE

There are 100 Collectibles scattered throughout the game—we show you where to find each and every one!

THAT'S NOT ALL!

Gorgeous Art from the Acclaimed Comic Book Series, Coverage of Every Side Objective, Complete Achievements List, Secret Phone Numbers, and Much More!

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